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No. 98 April 1992

europress IMPACT

CRASH
ZX SPECTRUM

BIGGER, BETTER AND FUNNIER THAN EVER



Humungous 84 page issue!!

Sizzling on your Powertape!
TWO FULL GAMES!

Glider Rider
Grandslam Video

$\pi r2$
Grandslam Video

Go ape with...
Biff
Exclusive playable demo from Beyond Belief

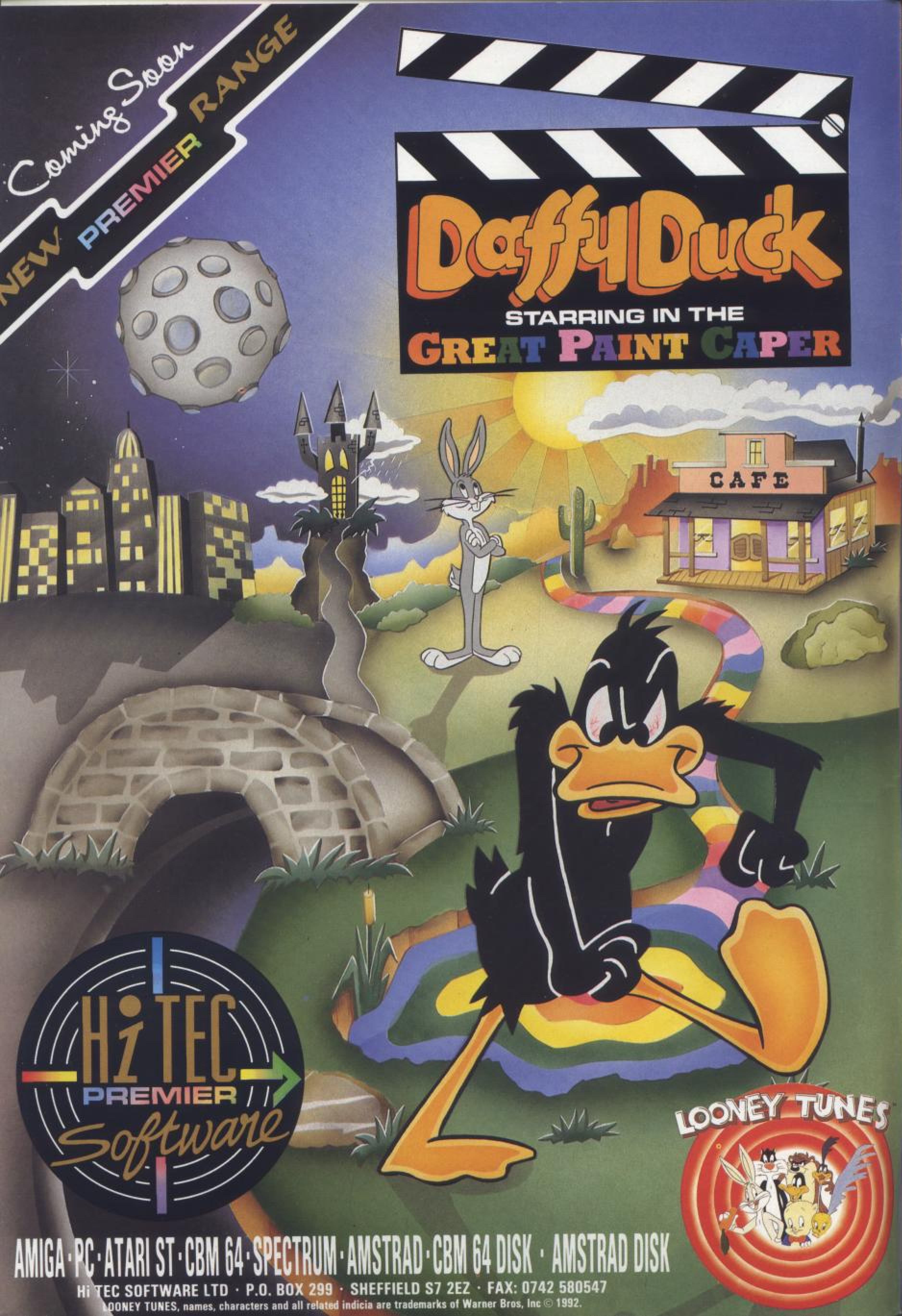
Freak out with
Poke Zone
Tips on tape

Blinkin' flip where's me fab Powertape? Whine at your newsagent 'til you get a replacement!

SPECIAL 16 PAGE TIPS PULL-OUT

PLUS!
Bangers and Mash exclusive preview, first look at Codies Grell & Falla, sneak peeps at The Adams Family, Robocop 3, Biff, the utterly superb Danny The Duster, Batz 'N' Balls and much much more!

WIN!
Superb model kits and goody bags AND a trip on safari!


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This issue

The Addams family

Yakky! Ikky! Sticky! Wacky! Er, that is how the movie catchphase goes, isn't it?! Ne'er mind, scope the wondrous game on PAGE 14!



RoboCop 3

He's back to protect the implement! RoboProp! Better make that RoboCop, everyone's fave tin soldier, serving the public trust on PAGE 68!



★ Regulars ★

April trip to Games City, Groovecentral...

Game Thrills... page 6

Party party! Another superb Powertape! Chuck it in the old cassette deck and spin those reels!

- GLIDER RIDER full game from Grandslam
- πr2 full game from (coo!) Grandslam
- BIFF exclusive playable demo! Beyond Belief!
- POKE ZONE more cheats on tape!

Oh, no! Ya geek! You don't buy Amiga Action? Do it, NOW!



FIRST CHOICE FOR AMIGA GAMES:

Role playing down in the dungeons with our exclusive review of Electronic Arts' **BLACK CRYPT**, plus the chance to win free games for a year!
Go square-eyed with the TV exploits of **VIDEO KID** from Gremlin!
As a down and out pilot, experience Asia of the 1930s in Dynamix' **HEART OF CHINA**!
Save hostages and blast aliens in Ocean's intergalactic **SPACE GUN**!
As Dynamix' **WILLY BEAMISH**, enter the Nintari championships with the help of Horny the frog!

THE ULTIMATE IN MEGA COVERDISKS!

Furious sword-wielding action in the fabulous **ABANDONED PLACES** from Art Games!
Infiltrate and destroy enemy bases as Psygnosis' **ORK**!
If you've still got life in your joystick enter the **KNIGHTMARE** world of Mindscape, who will give a free copy to the first person to complete their demo.

PLUS all your regular favourites crammed between the covers – packed with up-to-date news, features and reviews!

The best selling Amiga games magazine in the civilised world – it's official!

(ABC July to December: 58,404)

Crash Corner

Starring Lucy, Nick, Warren, Mark and Ian

Practical jokes are a great laff, aren't they peeps? Pranks like pretending to be rotweiller and biting the postman and plastering super glue on the toilet seat are regular occurrences here at CRASH Towers. Since it's April, we decided to give you some hot tips for April Fools' Day...



LUCY – Ed

One of the best jokes I've tried lately is sacking the entire CRASH staff — you should have seen their faces! They thought I was joking until I dished out the old P45s. It was only after a plethora of pleading, begging and general boot licking that I finally gave in (the way they hung me out the window by my toenails did a lot to change my mind, too).

Another good one is wiring up your best mate's chair to the mains, waiting till he sits down then chucking a bucket of water over him — now that's what I call funny! (Don't try this at home kids — it could be dangerous.)



NICK – Dep Ed

The best April fool joke I played was coming into the office in a short black mini skirt, high heels and a blonde wig! Everyone thought I was Lucy and immediately started licking my shoes, grovelling for more dosh and begging not to be whipped! It was a strange experience I can tell you.

No one was any the wiser until I had a sudden urge to powder my nose (I think you know what I'm saying) — should I go to the gents or the ladies? I went into the little girls' room and they immediately saw through my lipstick and eye shadow! What happened next isn't fit for publication... Let's just say I was in serious danger of disappointing my future bride!



MARK – Biggest Fool Alive (ask anyone)

I said I'd be back but I didn't think it'd be this fast! Al's seat is still warm!

Hmmm, what are we nattering about this month? Ideas for April Fool tricks, apparently. One of me faves is to set a plastic bucket full of water on a partially opened door — the next person to walk through is soaked.

Or try the old 'there's a spider on your back' gag, especially if you put a large plastic one there beforehand. There'll be gales of laughter and the sound of ambulance sirens coming to take your remains to hospital.



IAN – Office Stain

My tip for April Fools' Day is to stay in bed, it's not worth the hassles. Last year I got caught 248 times, and that was just before breakfast! Blue dye in the shower, shoe polish on the toilet seat, salt in the sugar bowl... you name it, I fell for it (spot the mug — Prod Ed)!

Worst of all was when I left the dinner table — some bast had tied my shoelaces together and I went apex over base into the wall, smashing my nose to smithereens in the process! Of course, this didn't really count as it was after 12 o'clock, so the trickster was the real fool. That's what I told them at the casualty ward, anyway.

Candid CRASH

Crash for Breakfast!

'Ello darlin's, 'ow's ya bum for black 'eds? (I trust they'll be all 'white' soon).

Cor blimey, has the CRASH office been in turmoil this month! So much for introducing Big Al last ish — we discovered some pretty startling revelations about *that* one (see Happenings) so he's no longer with us.

Corky kept having major temper tantrums (unattractive scrunching up of face, excessive foot stamping and irritating blubbing noises etc) 'cos he missed CRASH so much. Then Ian 'The Stain' Osborne jumped on the bandwagon and started whinging on and on about not wanting to be just the poxy, farty-breath adventure columnist — he wanted to do something more *meaningful.*

After suggesting he try a mission to the far reaches of Outer Mongolia for a few centuries, I finally gave up and took 'em both on board (any misbehaving and it's straight to the plank for both of 'em, me hearties).

Anyway, back to this issue. WOTTA WHOPPER! (If you'll pardon the expression). An 84 PAGE EXTRAVAGANZA with a splendiferous 16-page Tips Spesh to send your Speccy into throes of ecstacy, the fambulicious *Glider Rider* and *πr2* on the Powertape plus *Biff*, a scrummy playable demo from Beyond Belief.

AND! We've got a sneak look at *The Addams Family*, *RoboCop 3* and *Danny The Duster*, arguably the best game ever made for the Speccy. We've also got the lowdown on the new Super Speccy, set to change computing as we know it. So don't be shy, dive in and enjoy...

See ya next month



WARREN – Prod ed

I can honestly say I've never played one an April Fool gag (innocent little thing that I am), but I'm sure I can come up with *something* devious.

How about running a nice hot bath for your brother or sister? They'll be really pleased with you... until they realise you used flour rather than bath salts and they're slopping around in ever-solidifying paste!

Never mind, cheer them up again by making them a luv'ly ice cream sundae. Yum! Oh, but those flakes of chocolates sprinkled on the top are actually grated Oxo cubes. Anyone can make a mistake...

They'll be pretty narked by now, so why not round off the day by stapling the bottom of their pyjamas or nightie together. They won't notice until they try to put them on and are hopping around the bedroom. And what fool left those marbles scattered all over the floor? Tut tut...

Coming to you live from CRASH Towers are: Editor Lucy 'G & T' Hickman Deputy Editor Nick 'Totally Teed' Roberts Production Editor Warren 'I'm free?' Lapworth Staff Writer Mark 'Deja Vu' Caswell, Ian 'Obituary' Osborne Art & Design Charlie 'Chipper' Chubb, Mark 'Five Times' Kendrick Systems Manager Ian 'Insomniac' Chubb Screenshots Michael 'Perky' Parkinson Publisher Roger 'Moore' Kean Advertisement Manager Sheila 'Sip-Riot' Jarvis Advertisement Sales Executive George 'See Ya' Keenan Advertisement Production Jo 'GI's A Break' Lewis Production Jackie 'Johannesburg' Morris Reprographics Rob 'Exiled' Millichamp Managing Director Jonathan 'Radical' Rignall Circulation Manager David 'Sinister' Wren Accounts Santosh 'Tart' Thomas, Sheila 'Bookie' Adams Subscriptions David 'Single' Bingle Produced using Apple Macintosh II computers running Quark XPress and Adobe Illustrator 3.0 Printing BPCC Business Magazines (Carlisle) Ltd Distribution COMAG, Tavistock Road, West Drayton, Middlesex.
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● *Cover design:* Oliver 'A' Frey. *Powertape inlay:* Mark Kendrick.

ABC

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game thrills

Glider Rider

complete game!

'Oh, he flies through the air with the greatest of ease, that daring young spy as he bombs the machines...' Not exactly your run-of-the-mill, genteel hang glider trip, is it readers? But then *Glider Rider*, a former CRASH Smash, isn't exactly a run-of-the-mill, genteel game!

● The Abraxas Corporation (Fact No 1: They started in the woven cloth industry in Barnsley), a bunch of no-good arm's dealers (or indeed any parts of the body, all at knock-down prices!) with more money than the Mafia and only slightly superior morals to a mole on a putting green, are plying their deadly trade from the curiously named EoOs (*got* to be a made-up name) island, a man-made plastic construction invisible to radar (a bit like Bobby Davro only without the corn plaster).

The World Council (a little bigger than the borough council!), in it's wisdom, has decided the Silent But Deadly squadron should deal with them — this means you! (No it chuffin' don't — I don't 'ave to, I'm on 'oliday!)

You arrive on the island with a motorbike, (a packet of Spangles, a Vileda Super Mop), a hang glider, and a fistful of grenades. Your task's to find each of the ten reactors scattered (bloody-mindedly) around the island, take to the skies and bomb them out of existence (and out of Surbiton).

Needless to say, they won't take this lying down (pardon?).



CLAIROL FOOT SPA

You start the game with 100 energy points, and the reactor's auto-defenses do their damnedest to reduce it to zero!

Each reactor's defended by an automatic laser base (a bit like an oversized Clairol Foot Spa) and the only way to avoid being frazzled is to (throw yourself onto an Indian funeral pyre?) drive into the telegraph pole thingy next to it before taking off. This temporarily confuses the laser, giving you time to do the dirty deed. Be quick — take more than half an hour and your rescue sub bogs off without you (well, that's public transport for you!).

Glider Rider's unique combination of motorbikes, hang gliders and superb 3D perspective graphics make this game really special. ******

MISSION DETAILS

ABRAXAS CORPORATION

HQ EoOs Island
Activity Production and distribution of arms and other hi-tech military equipment to anyone with the ability to pay. Nice chappies, aren't they?

EoOs ISLAND

Location Pacific Ocean
Description Revolting plastic construction, but invisible to radar and very well defended.
Intelligence The island's disguised by use of nylon and polythene trees (a bit like Milton Keynes). Power comes from small nuclear reactors. The main building geiger counts suggest that two reactors are housed within it to provide emergency back-up.

MISSION DETAILS

Codename Paethon
Background EoOs is incredibly well defended, apart from the distributed power network. It is therefore essential these should be destroyed one by one before the unprotected backup reactors are destroyed within the main building.
Method SBH hang glider unit and motorised bike will allow terrain movement and glider can be used for elevated bombing. (Why can't you have loads of unfeasibly hi-tech gadgets like James Bond?)
Code 1F
Equipment Crappy mark 5 Glider and the collapsible E37 motor bike — that's why it's such a dangerous mission. Engine can be removed after mission and attached to the glider to provide a microlite aircraft for escape purposes.
Nine standard hand grenades.

OBJECTIVES

Primary Destroy the ten external reactors and rendezvous with awaiting submarine.
Secondary Find more ammunition on island and destroy as many operatives and operational buildings as possible.

DEFENCES

Reactor Ground-to-air lasers. Can be disabled.
Main compound Very heavily defended — may be impenetrable.
Sea Appears to be shark infested — don't swim!

KEY CONTROLS

It's possible to change the key definitions by pressing R then pressing the keys you wish to use for up, down, left, right and fire. The default settings are:

Fire	space
Left	O
Right	P
Up	Q
Down	A
Make a cup of tea	X

To launch the glider, drive onto a hill and quickly reverse the direction of movement.

πr2

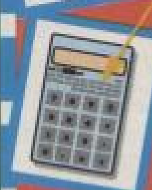
Complete game!



The goodies


A bit of the formula. Well, that's what the game's all about, in'it?


A quick read will raise the professor's flagging IQ.


Being a bit of a dimwit when it comes to mental arithmetic, using a calculator speeds Storm up considerably.


Do do do-do, do do, can't touch this, do —Ah, um, batter those brainwaves! Use the hammer to get rid of stray thoughts before they get rid of you. (Just like *Donkey Kong*, in'it?)


Very useful, this. It allows you to collect sections of the formula in any order you like! No more messing around, just pick 'em up and slap 'em in!

The not-so-goodies


Stray thoughts. These are the baddies, so avoid at all costs! (£6.50 and nice blazer).


Abstract thoughts. Only clots collect these IQ-destroying icons.


Fond memories. Collect this and you'll be paralysed for a while as you stand around daydreaming (sorry, I wasn't paying attention).

★ Nick Roberts' arse has been squared?! WOh, pi and r-adius — it's all about those v curvy things you can never find the corners of! Here are the essential, all en-compassing (groan) instructions...

THRILLS ON TAPE

Wondering what's where? Worry no more, 'cos unless your friendly neighbourhood newsagent has recorded *Songs Of Praise* over your games, this is what you'll find on this month's hip 'n' groovy, cool 'n' froody Powertape:

SIDE 1
Glider Rider
πr2

SIDE 2
Biff
Poke Zone

If the tape refuses to load, swear a lot, juggle the goldfish, then send it (the tape) to: ABLEX AUDIO VIDEO LTD, CRASH 98, HARCOURT, HALESFIELD 14, TELFORD, SHROPSHIRE TF7 4QR. Sit in front of your letterbox twiddling your thumbs. A new covertape, fighting fit and ready to load, will burst through your door within 28 days. Approximately. More or less. Probably.

● Professor Storm's not a happy chappy. His high-powered, super-intelligent mind has gone blank (he almost accepted a part in *That's My Boy*) and he can't remember his scientific formulae (daft old bat!) — a bit like my old physics teacher!

To retrieve them, he must take a trip through his mind, represented as a series of cogs, and collect the fractured formulae in the correct order to advance to the next level. The complete formula's displayed at the bottom of the screen, so pay attention — we might be asking questions later!

Storm can travel (that's poetic) in the same direction as the rotation of the cog, which speeds him up, or against it but rather more slowly. When standing still he moves at the same speed as the wheel.

To collect an item contained in a wheel, Storm must spend a full revolution round its rim. Beware — not all are useful!

BARBARA WINDSOR

This otherwise routine task is hindered by stray, distracting thoughts (did I feed the slug? Did I shout NI NI!? Did I do up the dog's bra?). Some plod around predictably, others jump from wheel to wheel, but the most dangerous are the ones that home in on him!

Contact with such thoughts depletes his initially high IQ. If it reaches zero, Storm gets carted off to the funny farm (to a rather nice pink fluffy room).

In addition to the wandering ones, some wheels contain abstract thoughts (eg, a molecule), which reduce his IQ, and fond memories (eg, ice creams, Barbara Windsor's smile, egg and antelope baps) that paralyse him for a while.

Thankfully, there are also power-ups in the wheels: a book raises his flagging IQ, a calculator speeds him up, a hammer lets him swat a stray thought and a trashcan allows him to collect the formulae in any order.

An incredibly addictive game, you'll be playing this one for ages. It shows just how good Speccy games can be when designed with a bit of imagination (and a lovely cup of gerbil tea).

CONTROLS

Redefinable keys.

GAGH! WAGH! It won't load! AGH!

If you have troubles loading this demo, try plugging your computer in. If this doesn't help, remove all hardware and joystick interfaces from your Spectrum. Okey-dokey?

This was a Public Service Announcement...

Loading Instructions

If you don't know how to load a game by now, you're really not making the most of your Speccy, are you? Buy a console (a *what*?! —Ed), they're designed for people who can't use keyboards.

Failing that, you could always try going into 48K BASIC (unless you've got an oldie-but-goodie 48K Speccy, in which case you're already there), and type LOAD "".

There, that wasn't too painful, was it?

Biff

Playable demo!



Biff! Pow! Ker-splat! I'm a big fan of the silly old *Batman* telly series, y'know. All those geeky blokes prancing about it in ridiculous clothing — holy gimboids! Not many apes, though, and certainly not a heroic one like Biff.

● Not only have we brought you two fabby complete games this month, but also a really scrummy playable demo! Wrenched from the steely claws of those awfully nice Beyond Belief bods, it offers a tantalising glimpse of what's to come. Marvel at the brilliant animation, gasp at the imaginative puzzles, cry when you realise you've completed it and your local software emporium hasn't got the full game!

You play Biff, a rather cheeky monkey. So cheeky, in fact, his mother has thrown him out of the treehouse! Bearing in mind Biff's jungle is infested with chimpanzee-chewing plants, monkey-munching monsters and baboon-battering birds, he needs to get back in her good books pretty darned quick!

To do this, he must complete a series of tasks in a *Dizzy*-style arcade adventure, returning to his humble abode with a gift for Mumsie.

OOO, IT'S LUV'LY!

Biff's technically superb! The ape's animated in 16 frames of graphics and clever use of shading makes brilliant use of the Speccy's palette — it's great to see the machine used so well.

The presentation's also of a very high standard, with spectacular pre-game effects and a nicely laid out control panel.

The problems aren't too involved but they're far from boring — the game's off-beat sense of humour and huge dollops of character win through in the end!

The section featured on the demo isn't too difficult, just pay attention to the onscreen hints and make sure your energy level doesn't get too low. All instructions are supplied onscreen, but if you're still confused try reading the review on page 70







Oi, you!

Yes you, the clever sod who knows machine code!

Wanna get your game on the CRASH Powertape? Slap it on cassette or disk, wop it in an envelope with some instructions and this coupon, and send it to: EUROPRESS IMPACT, CRASH POWERTAPE GAMES, LUDLOW, SHROPSHIRE SY8 1JW. If you're good enough, you could win fame and fortune with the greatest Speccy mag in the known universe!

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Address ....

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.... Post Code ....

Telephone (daytime) ....

Telephone (evening) ....

● **IMPORTANT! Please sign this declaration:**

This program is submitted for publication by CRASH Ltd. It is wholly my/our own work and I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house and I/we will inform you in writing in the event of this happening.

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SPIKE IN TRANSYLVANIA 0898 555 105
HELP LINES
NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)
If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times.
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Roll up, Roll up, folks, for... The Great G-LOC R360™ Giveaway





Wanna know what *G-LOC Air Battle*'s all about? Here's what you do: strap on your bone-dome, put your head on one side and run around the world at 2000mph. This is almost exactly nowhere near as much fun as the adrenalin-pumping action in US Gold's *G-LOC*.

It's the 21st century, the world's at war and on the brink of global destruction at the hands of the evil Citizens Defence Force — CDF (sounds a bit of a commie, pinko outfit to me).

The experimental Tom Cat jet's the last hope for democracy as we know it and you're the only person with the qualifications to undertake the certain-death mission against the entire enemy force, both on the ground and in the air (looks like you picked a bad day to give up smoking).

The aim's to fly your jet at speeds inadvisable for Apollo launch vehicles, twisting and turning like a twisty-turny thing as your radar lights up with more bogies than a well-filled hanky.

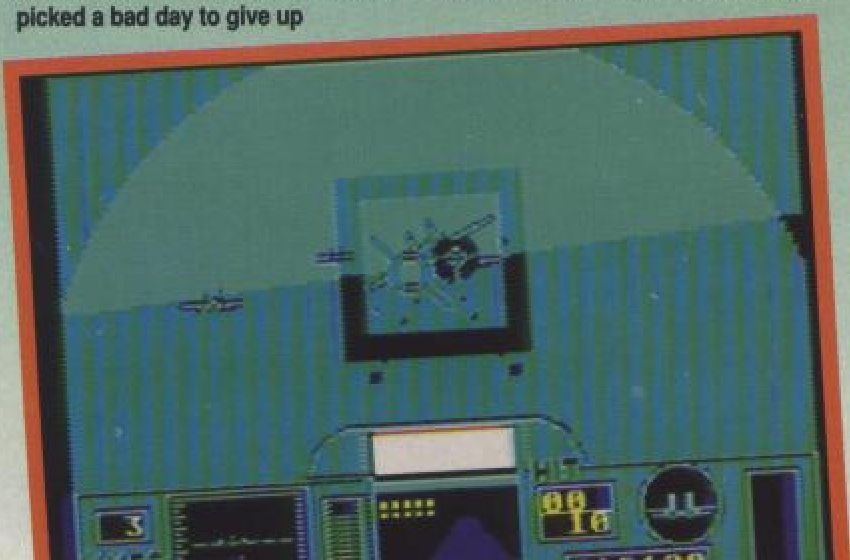
WHOP-'EM

To aid you in this orgy of techno-destruction you have twin rapid-fire machine guns and a limited but lethal supply of guided missiles (looks like you picked a bad day to give up drinking).

All this and 38 action-packed levels with degrees of difficulty from 'beginner' through 'regular' to 'well 'ard' makes this a truly spondacious whop-'em of a game.

To celebrate this month's launch of the squidgiferous Speccy *G-LOC*, those very nice peeps from US Gold are supply the goods for a completely triff 'n' brill compo, especially for you.

Up for grabs are five splendid F-14 Tom Cat model kits plus five special US Gold goodie bags, packed with posters, T-shirts and a few surprises



What to do, What to do!

To be in with a chance of winning these gut-wrenchingly good gifts, just gear up the grey matter and answer these cincho questions:

1. What does HUD mean?
a) Hit 'Um Dead
b) Heads-Up Display
c) High Upside Down

2. What does G-LOC mean?
a) Good Landing Or Crash
b) Good Luck
c) Loss Of Consciousness through G-force

3. How many degrees can you turn the plane in flight?
a) 360
b) 145
c) 180

...And in the unlikely event of there being more than one correct applicant, the tie-breaker is...
In no more than ten words, describe your fave way of lapsing into unconsciousness.

Just pop your answers on a postcard and send it to: WE THINK U.S. GOLD ARE THE BEST THING SINCE CHOCOLATE CAKE COMP, CRASH, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW.

Entries to be in by April 19, and don't forget the editor's decision is final — 'cos she says so and happens to have a new collection of codling grinders she wants to try out...

2 DISKS

NEXT MONTH every **Amiga Computing** reader is in for a great treat. The May issue will feature TWO disks. One of them will feature a fully working version of a top-selling commercial software package. Nothing has been taken away from the program – and nothing added to the price of the magazine.

So why pay almost £4 for another magazine when **Amiga Computing** delivers the goods every month for ONLY £2.99?

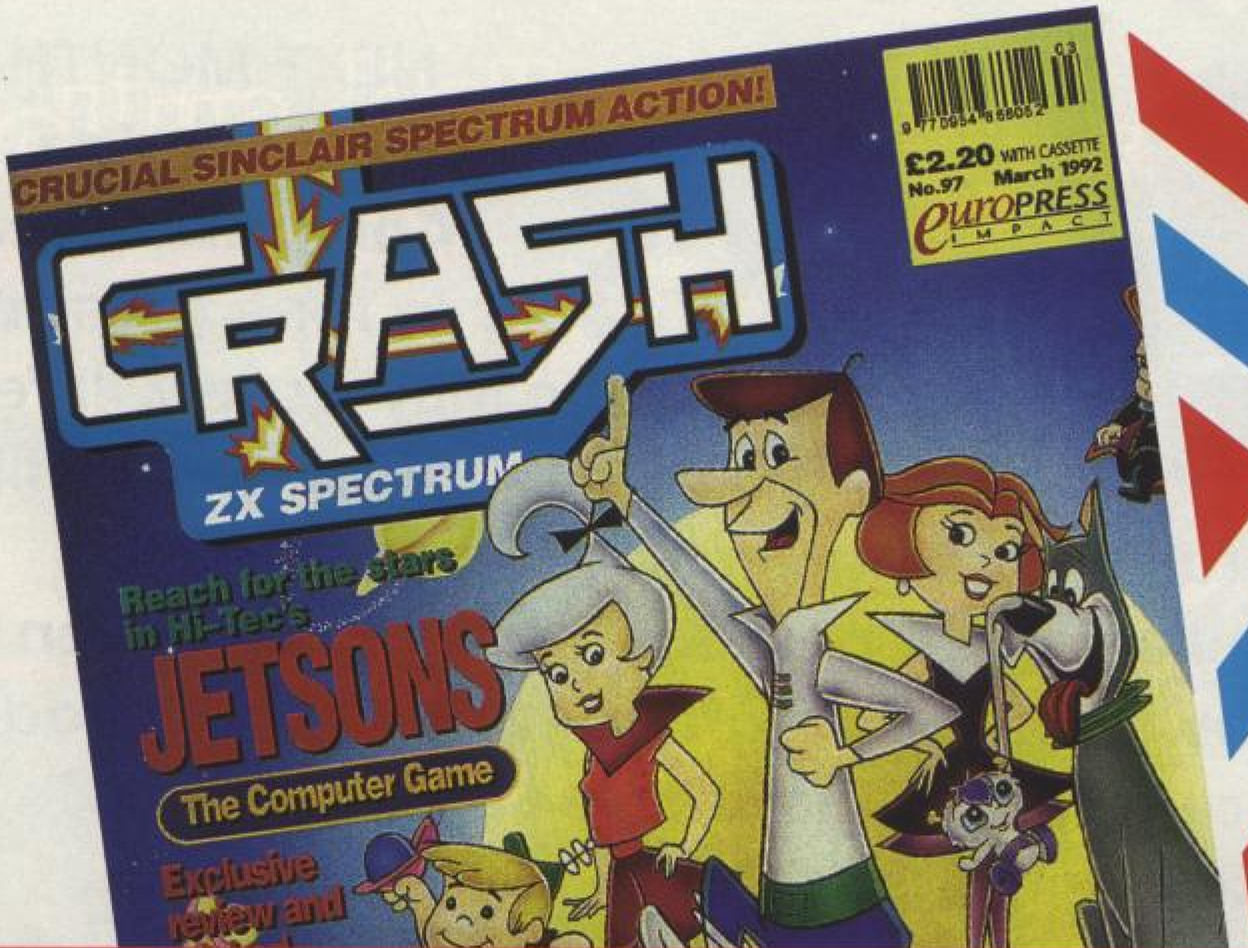
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Ask your newsagent to reserve the May issue now – and make sure you don't miss out on the best Amiga package of the year!

2 GOOD TO MISS!

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CRASH IN

It's unbelievable, but true! From next month CRASH is joining forces with SINCLAIR USER to become the known universe's ultimate in Spectrum magazine entertainment.



NTO SU!!

Now there's <u>ONLY</u> one mag to choose for the best in Speccy games! Now you only need to look for S.U.

THE NEW LOOK S.U. INCLUDING CRASH AVAILABLE FROM NEXT MONTH.

The Addams Fam

Ocean • £11.99 cass • £14.99 disk

It's spookerama time with severed hands flying around and things that go bump in the night. Sounds a bit like working late in the haunted CRASH Mill! LUCY HICKMAN's no girl's blouse (unlike other staff members she could mention) so she was brave enough to stay the night. (Lucy, why's your hair gone white? —Nick)



Oh Heavy Horribleness! It's time to scrunch yourself into a ball, batten down the hatches and pretend you're a very insignificant slug or something 'cos the Addams Family are comin' to town! We're in *trouble*!

For those who've been in hibernation (didn't you know squirrels read CRASH?), the Addams Family include Gomez, a slick dude with an odd moustache, Morticia, a torture freak, Wednesday, who gets



off on decapitating dolls, Pugsey, a scab fetishist, Granny who serves up strange froggy meals, and Thing, the family pet hand!

This is one weird tribe, who get their kicks from electrocution, poisoning and causing car crashes (and that's when they're in a good mood!). They consider a holiday in the Bermuda Triangle the ultimate and anyone who keeps floating hands as pets *has* to be a bit tapped.

GO, GO, GOMEZ!

The crazy clan first emerged as a cartoon, written by some fella called Charles Addams, who apparently based the characters on his own family — poor unfortunate fool!

In the mid-Sixties they landed their own TV series and their recent hit movie grossed an incredible 20 million bucks in its first two weeks (and a damn good filum it was, too).

With a film licence as big as *The Addams Family* up for grabs, it had to be Ocean who got their mits on it, the company that's renown for excellent graphics and sound but often bottoms out in the playability department. Not any more — this is a game that hooks you from the word go!

The Addams Family packaging should include a pair of sunglasses 'cos the game's glorious technicolour hits you like a ton of bricks. (Make that sunglasses and a hard hat — preferably yellow with pink spots.)

You play greasy Gomez, whose sole aim is to rescue his family, who're hiding in their mysterious mansion from the bailiffs out to evict them (oh dear, another bunch who didn't pay their poll tax). There's a phoney about, a hideous excuse for a man who's claiming to be Gomez's long-lost older brother — Uncle Fester — and thus the sole heir to the entire estate.

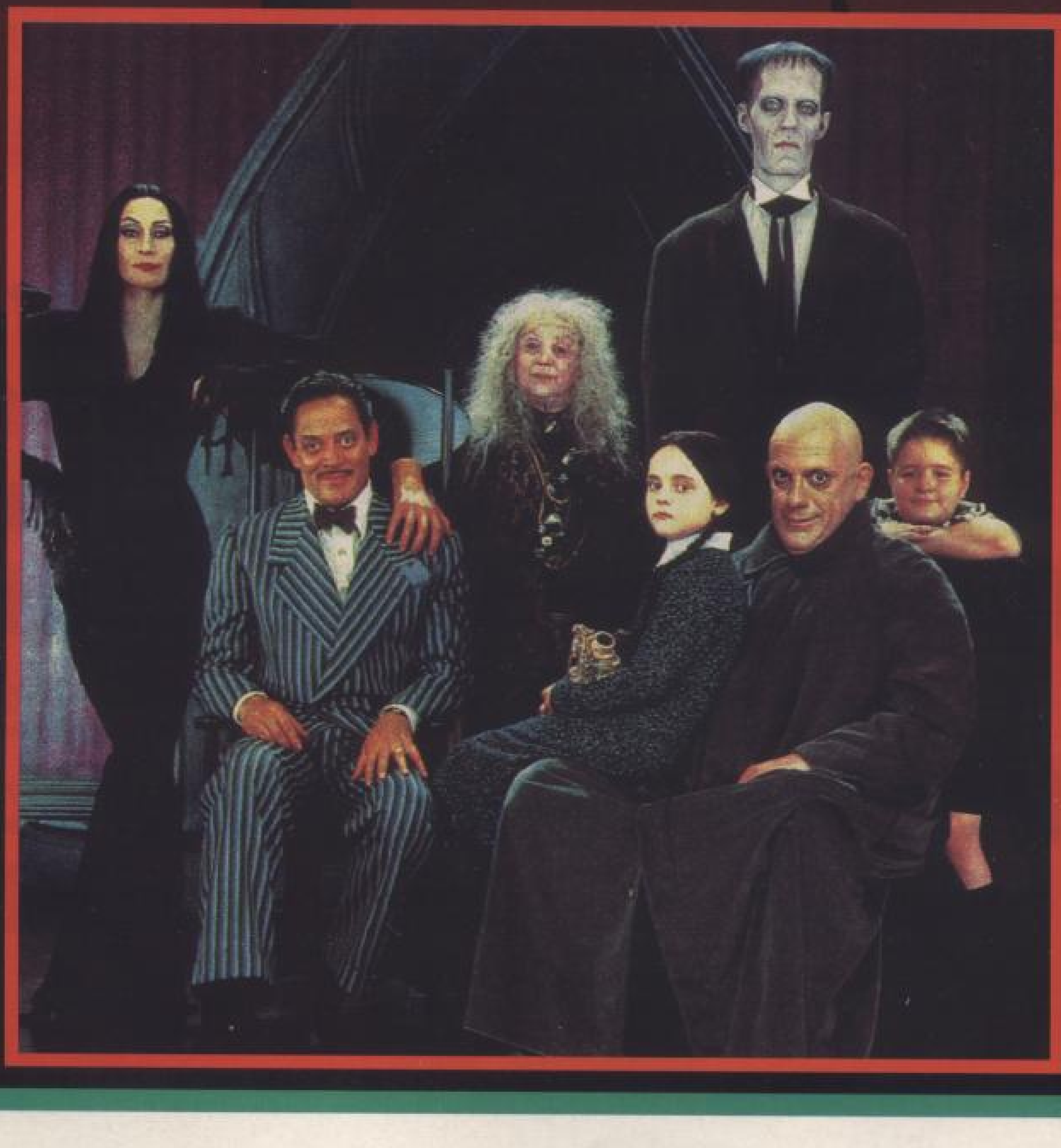
And quelle surprise, old Fester-features has brought his rock 'ard mates with him who're gonna kick your butt unless you get them first.

BONES, BALLS AND BOMBS!

In this flip-screen, multi-coloured platform game, move left and right, up and down (and round and round if it takes your fancy), jump, walk, run and hop (or stand on your head with a banana up each nostril for real thrills). The length of your jumps depends on the type of screen you're running along.

A multitude of unpleasant dudes are out for your blood so it's time to make like a skinhead and do some head-stomping. Some die if you land on them, some are stunned, other cantankerous swines refuse to snuff it.

Skeletons collapse into a pile of bones (but magically reform within a few seconds — awkward basts!), flashing balls of lightning give the



mily



● Looks like Gomez has popped out of the screen for a second! While he's away lets take a peep at his lovely furniture!

darkest sun tans and mutated bombs determinedly hop toward you until they're close enough to blow up in your face!

There are six coloured keys to collect which open the locked doors members of the clan are hiding behind. On finding each relative, jump on their heads (this strange family's way of showing affection, no doubt) and begin a 60-second survival test.

You're walled into a particular screen from which there's no escape until time's up. Fight off or avoid all the baddies who hurl themselves at you, determined you become an *EX* Gomez.

There are various pick-ups along the way such as extra lives, points for stomping nasties and hearts to boost your stamina.

Being a reasonable kinda guy, your friendly neighbourhood programmer, Andrew Deakin, and his arty sidekick, Ivan Horn, have included three difficulty levels: easy (hard), medium (damn hard) and difficult (blinkin' impossible!).

Apart from the wonderful array of

● An action packed room from the Addams Family's cellar! Look at the amazing detail on that candle.



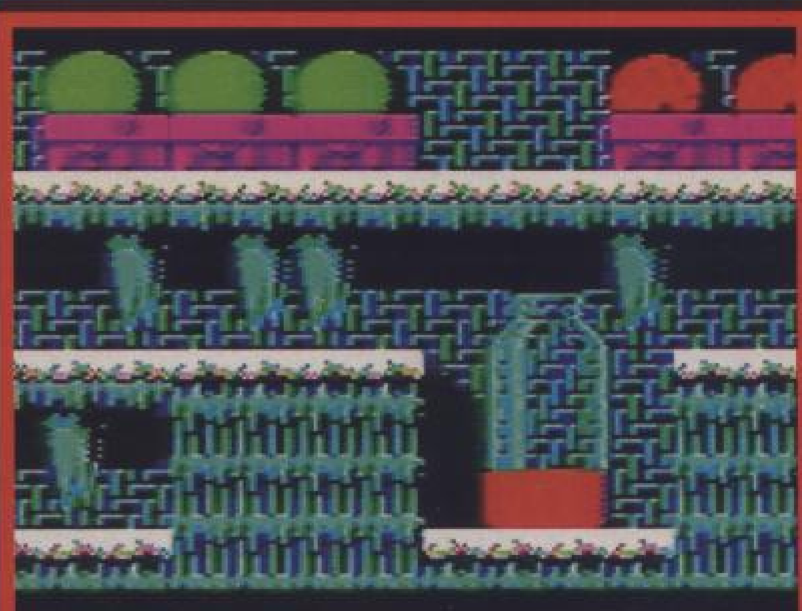
NICK

What first hits you about *The Addams Family* is the amount of colour they've crammed into each spooky screen. The backdrops, platforms and sprites are all detailed and there's lots of great animation. It's been a long, long time since we saw a platform and ladders game like this on the Spectrum. The last good quality one was *Rick Dangerous*, and I must admit this bears some similarity, although the programmers assure me it's unintentional. Playing Gomez is very odd at first. He has a strange jump where he sort of hops a bit then leaps left or right. My first couple of plays were spent bouncing into skeletons and creepy-crawlies — not advisable if you want to get past the first few screens! *The Addams Family* is a mapper's nightmare. There's just one BIG landscape of 240 screens, packed with traps and lots of ghosts and ghoulies. I'll certainly be playing it late into the night and I advise you to do the same! ● 91%



Famous Addams' through history!

1. Adam's Apple: The dreaded fruit Eve gave to her hubby for tea one night, or that rounded bit in your throat that bobs up and down when you warble.
2. Grizzly Addams: That bloke with the beard who talked to bears in that terrible Saturday night show.
3. Adamski: Techno-wizard who can twinkle with his keyboards and create a masterpiece in seconds!
4. Adam Ant: Mr Prince Charming himself, he certainly can *stand and deliver* (groan!).
5. Bryan Adams: Mr Charts 1991, the man who went out and bought millions of copies of his single, 'Everything I do I do it for you (honest)', just to keep himself at No.1 for 16 weeks.
6. Adam: The one in *Home And Away* who's always getting into trouble (are we getting desperate, Nick? —Ed).
7. *The* Adam: The first bloke on the Earth who stupidly created woman by giving God one of his ribs (P45 upstairs, Nicko! —Ed)!
8. Sheila Adams: The lady that watches all the company figures, and boy, do the boys like to watch her figure, too!
9. Douglas Adams: 'Im who wrote the Hitchhiker stuff. What a spaced-out dude!
10. Richard Adams: Wrote lots about bunnies and the things that happen when they get squashed.



● Strange goings on in the haunted house! BUMP! Arrgh! Wot woz that? Must have been Corky plugging himself into the mains for the night!

colours dragged kicking and screaming into *The Addams Family*, the backgrounds — both in and out the mansion — sprites and platforms are all brilliantly detailed, the whole thing dripping with lashings and lashings of atmosphere.

A healthy sprinkling of animation, a good dose of excitement and a cheery tune makes this the sort of game which grabs you by the scruff of the neck and drags you, ready or not, back before your Speccy screen for just one more go, again and again.

The Addams Family's rumoured to be the last Ocean release for the Speccy (cue the wails, sobs and squeals of inconsolable grief). If this is true (please no, anything but that!), they certainly know how to go out on a winner — this game's a must for anyone's collection.

● 90%

Rating

A smash hit conversion with all the fun of the film — and more besides!

PRESENTATION	92%
GRAPHICS	91%
SOUND	90%
PLAYABILITY	91%
ADDICTIVITY	92%
Overall	**91%**

Wittle gnomes and pritty flowe

Grell and Fe

Code Masters





'There's a fairy at the bottom of my garden,' said IAN OSBORNE, 'and it's mowing the lawn, helped by a dwarf!' NURSE! (Okay, pillock, calm down — for Chris'sakes someone fetch me that hypodermic — Ed)

It's amazing what unemployment does for you, isn't it? Especially if you're a fairy or a dwarf (keep it up, Stain, you might find out —Ed). Falla was once one of the Nectar Queen's masseuses (whatever that is) and Grell chief armourer during the dwarvish mining strikes.

Neither will reveal the reasons for their dismissal (perhaps they were as competent as Robert Maxwell's swimming instructor) but both were given the old heave-ho and now rent themselves out as casual labour.

Today they've been hired to tidy up the sorcerer's magic garden, so it's on with the green wellies, out with the horse muck and off we go, grabbing a bucket and spade en route.



SPELLING TEST

With Grell's dwarvish strength and Falla's fairy magic it should have been an easy job, but that wouldn't make a good computer game. The sorcerer inherited the garden from an





wers ella

evil witch whom he banished from the land (good excuse for nicking her garden!) and it's still contaminated by her sinful sorcery.

The insects and flowers have taken to hammering the hell out of anyone silly enough to enter the garden! Grell and Falla must cure it of all its ills with magic, plant seed, fairy dust and more than a smattering of mindless violence.

Played against a sideways-scrolling wraparound screen, you control both Grell and Falla, toggling between them at will. To cure a 'nasty' creature or plant, you blast it with the various spells on offer, or failing that, just hit the critter.

A 'nice' creature hit by a spell intended for a plant will become 'nasty', and anything 'nice' attacked by a nasty creature will become 'nasty' or die. Nasty creatures also foul the lawn, making it harder to





Famous Fairies!

Tinkerbell: Peter Pan's bit of fluff. Had a 200 gold piece-a-day pixiedust habit and a fetish for revealing skirts — no wonder Pan never grew up!
The one on the Christmas tree: Keeps smiling, even with a tree stuck up her backside!
The Tooth Fairy: Went bankrupt when Esther Rantzen lost her milk teeth.
The fat git from Willo The Wisp: Mind of a moron, body of Robert Maxwell — what a recipe for disaster!
Fairy Liquid: Smear it all over your face to make it as soft as your hands and dishes.

Techno-twaddle!

Grell and Falla is programmed by Big Red Software, the brillo bods behind such Codie classics as *Seymour*, the forthcoming *Steg* and most of the *Dizzy* games.

The first thing we noticed about *Grell and Falla* is how much there is to it — the number of levels has yet to be decided, but the complexity of gameplay is well impressive! This is achieved in part by compressing the map with an algorithm routine — breaking each element into very small components, the entire world takes a meagre 4K of memory.

A major difficulty was getting so many sprites onscreen at the same time without losing speed or creating flicker. Because of the amount of colour used, each attribute is masked as well as the sprite, each sprite assigned its own colour.

The two main characters have an amazing 24–30 frames of animation, including six each for running and two for ducking. Enemy sprites have around four.

Perhaps most impressive of all is the level of artificial intelligence attributed to the nasties. When the sprite leaves the screen, the computer retains the movement and status routines so when that area's revisited, the baddy's still there. This means once you've blasted a baddy, it stays blasted — enemies you've already killed aren't recreated or reset! As this was most annoying thing about *Big Nose* and *Tarzan goes Ape*, *Grell and Falla* should prove a real winner.



plant friendly seeds. Confused? You will be. Pay attention, I may be asking questions later!

Spells can be bought and sold in the garden centre, present in every level (but not always open!). These can slow down or freeze baddies, revitalise ailing lawns, fell airborne baddies, plant seeds, etc etc.

Each spell has its own purpose and is worth far less if you're trading it in. You get dosh by planting seeds (who said it doesn't grow on trees?) but sometimes it just falls from the sky (*sigh* — why does that never happen to me?).

THE LUCKY FALLA!

To complete a level, turn all the baddies into goodies, growing lots of luv'ly flowers in the process (aaaahh...). Don't ignore the last nasty while you bed plants (missus) and pile on the points — the sorcerer's paying you by the hour, and if you slack on the job he gets angry — VERY angry!

At the end of each level you get a bonus depending on how many plants you've grown, and a time bonus if you're good enough.

Both characters can walk on the lawns (no 'keep off the grass' signs here) and jump from platform to platform, but Falla can also fly. He eliminates enemies with a better wand but big Grell packs a meaner punch. Both characters have independent energy ratings, and if EITHER dies, you lose.

Although not yet complete, *Grell and Falla* looks a real corker! More colourful than Lucy's language after one of her frequent liquid lunches, scrolling's first rate and there's very little colour clash.

Fiendishly complicated, this one should have you coming back for ages — hopefully by the time we review it, we'll have made some sense of it all! Watch this space ('cos it might just turn into an antelope and run away)!

Bangers and Ma

Alternative Software





MARK CASWELL's always wanted to go to Africa and become a brave explorer. When he was pressganged into writing the *Bangers And Mash* preview, he dug out his trusty (are you taking the) pith helmet and prepared for safari!

Right, you scruffy lot, are you ready for Corky's culinary tips? This month I'll tell you how to make bangers and mash.

First, take a game idea, then add a top programming team and a well known software house. Mix together thoroughly, and viola! Er, voila, one serving of *Bangers And Mash* (eat yer heart out, Galloping Gourmet)!

The game's based on a very successful childrens' TV show and sees the two mischievous chimp stars getting up to the things mischievous chimps generally get up to (ie, picking fleas out of each others bonces, munching bananas and basically going ape).



They live at 3 Tree Street, Chimpton, with Mum, Dad and Gran, and it's here that their latest escapade begins.

LAZY OLD MASH!

One day Bangers and Mash make a particular nuisance of themselves so their mum sends them to the jungle to collect some fruit for the pie she's making.

On the jungle floor, Mash points out he did all the chores yesterday, so he's going to play today (actually he did about three seconds of housework, skiving little ****). Gullible ol' Bangers is left to search for fruit for that yummy pie (this is making me feel very hungry), though he finds nothing but trouble (typical).

The villainess of the piece is the





ash









evil Witch Lucy... sorry, Snitchnose (oh gawd I'm dead, better write out my Last Will and Testament) (too right, ugly —Ed). She controls many repulsive creatures and all of 'em want to shove a banana up Bangers... err, nose (what did you think I was going to say?).

The creatures include hedgehogs, chimp-eating plants, ghosts, skeletons, ladybirds and Snitchnose herself, on a magical broom (are you sure it isn't the Ed?).

POUND OF GRANNY SMITH'S, PLEASE

Lying around each screen is fruit and loadsa diamonds (for bonus points and to show off with). Collection of fruit takes priority 'cos in the left portion of the status panel are counters for the three different types of fruit.

As apples, bananas and pears are grabbed, they're marked off on the counters; only when all reach zero can Bangers go on to the next section of the game.

Bangers is attacked from all sides but isn't defenceless. As the evil abominations attack our cheeky chimp, he flings mud pies at them. Takes me right back to my childhood — I made loadsa mud pies (pity I couldn't eat 'em).

Ordinary creatures like ladybirds and hedgehogs are killed with one shot, ghosts and skeletons can only be stunned (you can't kill creatures that don't live — me, for example).

Keep an eye open for the pwitty flowers (unless you suffer from hayfever — waa*chooo*!). They come in four colours: white flowers act like smart bombs (all fruit onscreen is instantly collected), purple ones give bonus points, but blue flowers reverse controls temporarily and red ones kill you.



UP, UP AND AWAAAY!

When all the fruit counters are at zero, Bangers can exit, so find a balloon, grab its string and float gently on the breeze. Our chimpanzee drifts off into the sunset, towards peace, laughter and... Well no, he can't do that *quite* yet, so he toddles off to the next part of the game.

And there he has to... yes, you guessed it — find a depressed refrigerator called Balthazar. I'm only kidding, readers, you have to find more fruit (*then* find the fridge).

Think you can help Bangers (with no assistance from the bone-idle Mash — wotta gimp) find enough fruit to fill a pie? Witch Snitchnose and her minions won't make life easy, but Bangers would be in good hands.

Bangers And Mash will be in the shops very soon from Alternative Software, priced £3.99. So what are you waiting for? Hack your way through the jungle and find out why the hell Tarzan calls his pet chimp Cheetah.





Lettuce play!

Steg

Code Masters



They slither and dither and generally slime
They get in your apple and often your lime
They'd sell they're poor granny for less than a dime
Oh, here's LUCY HICKMAN to end this crap rhyme...

★ Slugs are horrid, slimey and taste disgusting when cunningly disguised as part of your salad. Discuss.

Er... yes, probably — except when you're talking about a specially created Code Masters slug. Let's face it these guys could make Saddam Hussein look cute!

And, quelle surprise, they've turned one of the most revolting creatures ever to crawl this Earth into a cuddly loveable little cutesy-pie and put him in their spiffing new Speccy game (I told you you'd be famous one day, didn't I, Corky?).

Steg the slug's got a problem. Despite being an IT (ie, asexual), he keeps reproducing at a most alarming rate of knots. Consequently the underground caverns that make up his home are literally *teeming* with baby Stegs — T'yungunz (think about it, you'll get it in a minute).

FEED ME NOW!

These little critters are the spitting image of their dad/mum — slimey, slippery but really, really CUTE.

But these tots are hungry, and like all youngsters they need their faces feeding all the time (they presumably puke up, crap in their nappies and scream continually as well, but that's not part of the game, luckily).

Facing the responsibility of spreading his wild oats so indiscriminately, Steg dashes around like a blue-arsed fly (or slug in this case), collecting food and shovelling it down their throats as quickly as possible.

BRING ON THE MAGGOTS

With you as Steg (bet you've always wanted to be a slug, like that sprog on the insurance ad), the main aim of the game's to keep as many baby crawlers alive as possible, and this means feeding 'em. Lots. You slither your way through a series of spooky caverns gathering maggots and bugs, to name just two of the culinary 'delights' on offer.





Thanks to our revered ex-Ed Richard Eddy, we had a sneaky butchers at said game, and by gum it's colourful, with stacks of animation as T'yungunz bounce up and down screaming for their grub, giving idiotic grins when fed.

Steg slithers left and right, up and down platforms, climbs walls, walks across ceilings and even jumps and blows bubbles (ik!). To collect food for T'yungunz, Steg traps bugs in these bubbles, which begin to float away. He gives chase, controlling the bubble by blowing it until it reaches T'yungunz' cosy nest.

But watch out for the hazards along the way, such as bubble-bursting spikes and fires.

Once you've satisfied the appetites in one nest, you move onto the next, more difficult cavern and another nest of starving brats.

A CYBORG SLUG?!

There are puzzles a-plenty in *Steg* — bellows can help or hinder our hero in the fight to direct the bubbles. Trampolines are useful, sending Steg bouncing into the air and handy for getting bubbles up narrow vertical shafts.

And this slime-ball transforms into RoboSteg when you've collected certain objects — Nitrous Oxide Injection Kit (speed-up), the ACME DIY Strap-On Bionic Legs (easier movement and higher jumps) and Rocket Backpack (limited flying). Beware of the rockets, though, the jets can burst bubbles.

This game, quite frankly, is utterly bizarre. I mean, how can you make a slug seem cute? But if anyone can do it, Code Masters can — who'd have thought you could make an egg into an adorable cult figure?

Steg will hit the streets any day now and sting you for a mere £3.99.



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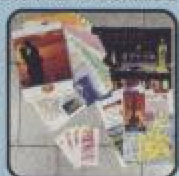
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American 3D Pool

Zeppelin





Pool, eh? *Sigh* — I can still remember the very first pool game on the Speccy, a conversion of an even older program on the ZX81. There was virtually no colour, power was typed in as a digit and direction was selected using a clock face system! Unsurprisingly, it looks really primitive now, but it was dead good in those days.

Since then, there've been hundreds of snooker and pool games on the Speccy (stop exaggerating, Ian! —Ed), some good, some not so good — *American 3D Pool* has a lot to live up to!

Despite the title, the game's played using the standard plan view (like what you'd see if you suspended yourself from the nearest light fitting, à la Wozza); it switches to 3D perspective only as the shot's made. As you can see from the screenshots, the table's very impressive and (SHOCK! SWOON!) the balls are coloured! Impressive, eh?

It will come as no surprise to fans of the genre to hear the shots are icon controlled, and a great joystick option makes the inevitable power bar and spin controls a treat to use. The number of options are amazing — you can play pool or billiards, practice and play against the computer or another player. There are various skill levels and there's even a trick shot mode!

The version we saw was incomplete, of course, and whether or not it lives up to its potential is yet to be seen. Will the spanky colours produce lots of crappy colour clash? Will the balls roll accurately? Will the CRASH crew be too busy playing real pool and drinking the pub dry to review it? (Very probably —CRASH Crew.) All will be revealed in a future issue... stay tuned!

Match of the day

Zeppelin

Da-da de-dah de-da-da-da-da, etc. What a great programme *Match Of The Day* is. Me ol' hoppo Des Lynham's a right laff, isn't he readers?

The official computer game version of the popular BBC footy show is finally here, thanks to those cheerful Geordie lads at Zeppelin Games. And you guessed it, it's one of them soccer manager-type wotsits that makes you the boss of the worst footy team this side of Gazza's singing (fog on the Tyne is all mi... okay, I'm sorry, put that brick down, Lucy).

The aim's to rise from the bottom of the fourth division to the top of the first — it's that simple (and my granny sucks lemons while riding a unicycle).

You start the game in your office, faced with the essentials of managerial life: a vat of coffee, 20 packets of fags, four bottles of Scotch and a purple antelope called Timmy. Actually it's a daily diary, a dog and bone and a computer terminal (I was close the first time).

Wondering what to do first? A look in the daily diary's a good start. It's here each day's appointments and general reminders are found.

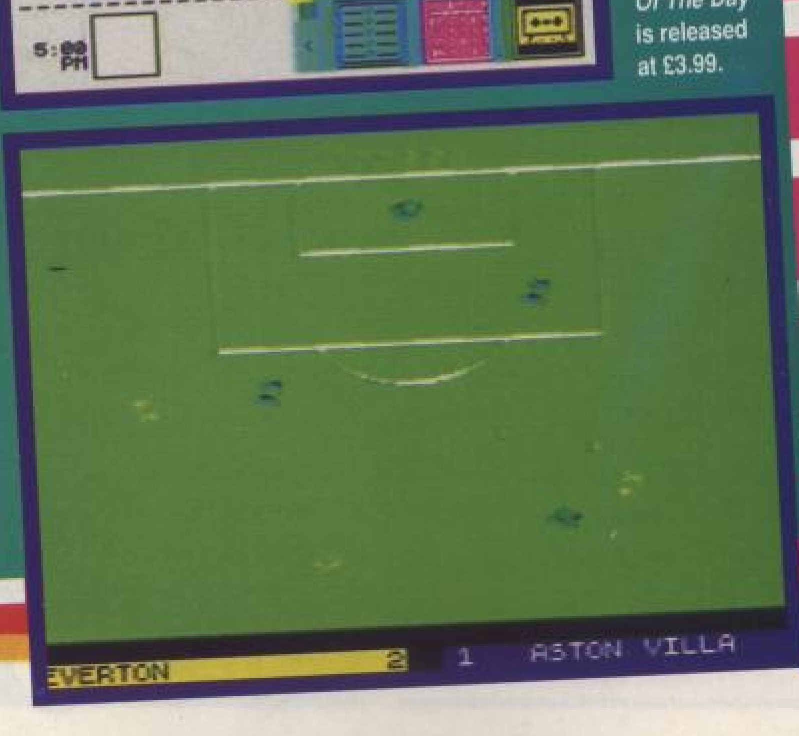
Of course, the main idea's to prepare the team for matches, so a visit to the gym's called for. There are six trainers on offer, each costing more than the last, but the higher his price, the better his abilities.

The same goes for the physio and scouts, used to get info on players from other teams (go 'dib dib dib' a lot and play with their woggles). On match day you choose to either see the results of a match, or witness the highlights. You've no control over the players as they kick the ball up and down the pitch, but watching your team play's a good way to pick out the strengths and weakness of each character.

There's also a running commentary from two geezers, who bear a close resemblance to Des Lynham and Jimmy Hill. If a match is won team morale's boosted, but lose too many games and your job could be on the line.

Can you stand the executive stress? Find out soon when *Match Of The Day* is released at £3.99.







LUCY'S LETTERS

Greetings, CRASHettes! By tradition April's the time for pranking around, playing futile and cruel jokes on poor unsuspecting plebians.

Unlike you mere mortals, this fun and trifling goes on all year round at CRASH Towers — while I'm not cracking the whip. Only yesterday Nicko cleverly tricked Corky Caswell into showing off his bungie jumping skills off the top of CRASH Towers. The punchline was the bungie was strangely frayed in the middle — and we all had a really good laugh. But Corky's such a good sport, he didn't mind spending the next four weeks in traction. Anyway, what a lovely stack we've had this month, some praising, some moaning and others downright insulting, but all welcome. So whatever your view whatever the topic keep 'em coming to: LUCY'S LETTERS, CRASH, Europress Impact, Ludlow, Shropshire SY8 1JW. And don't forget the £40 software voucher for Letter Of The Month!

Speccy Suffering

I must complain most strongly regarding the bad treatment those poor little Spectrums received in the Valentine's romance story.

Firstly, a 48K Spectrum was brutally killed by a jealous woman AND it was forced to kiss Nicko. No computer should be put through that!

Secondly, a +3 was forced into bed with DJ Pervert. Considering Spectrums are only ten years old, this is highly illegal and quite sickening.

I understand that you use trained stunt-Spectrums but I demand you give me your word that both Spectrums were not hurt in any way. I only live ten miles down the road so if I'm not happy that they're okay I shall be round with the cops in 15 minutes.

Ian West, Leominster, Herefordshire.

PS I am open to bribery.

Please don't worry, the Spectrums were in no danger. In the photos with Nick T Roberts, OBE, MEB, the Spectrums were played by the Chuckle Brothers. (You don't really think we'd let any self-respecting Speccy go through *that* do you?) Since you're open to bribery, we'll agree NOT to kick your head in if you don't come down to sort us out.

Ed

Let's talk About SEX!

Our family are keen Spectrum owners (ZX81, two Spectrums and now a SAM 512K) and we subscribe to CRASH as the best, most 'family suitable' Spectrum mag.

However, the quality is dropping like the proverbial stone. About half of the magazine is now unreadable due to swear words, sexual innuendo and the like. Even Techni-Tak starts badly.

Please could you clean up? Alternately, could you send us a personal cleaned up version, to encourage us to renew our subscription.

Ken Udall, Nr Ilkeston, Derbyshire

Well Ken, did you realise your name itself contains two rather saucy bits of innuendo, ie, ALL NUDE and NAKED? Might I suggest you clean up your name and send us the edited version?

Seriously though, we have no intention of offending *anybody* but you know that age-old proverb — you can't please all the people all of the time. But we will be sending you the aforementioned squeaky clean version!

Ed

Pet Shop Pottiness

It's all right, I'm not moaning, except at Corky for leaving. I hope it's worth it. Seriously Mark, I don't know what happened, but give CRASH one more chance.

CRASH is getting more amazing every month (either that or I'm losing my mind). It doesn't pay the rent, of course, but it's always on my mind until I get it the next issue, and as I read it my heart misses a beat every other word.

I could continue buying CRASH until I die, and left to my own devices, I probably would. It's so hard for CRASH to get any better, but you'll probably

Baa-rmy Boasters

letter of the month

I've had my Speccy a year now and I love it. The trouble is the kids in my class keep on boasting about new games machines. They change their computers for the latest one to come out, being quite rich, and all you hear is, Nintendo, Game Boy, Master System etc. My dad's disabled and we're not very rich, but when he got me my Speccy I was dearly happy.

The kids in my class say Spectrums are crap — and that makes me mad. I told my dad who said they sound like a bunch of sheep who follow each other round.

He came up with a plan to stop them boasting. He said when they start going on about Nintendos, Game Boys etc, tell them that you're getting a new computer call an Orbit and then make it up as you go along.

(Later, at school)

'I'm getting an Orbit!'

'What's an Orbit?'

'Oh it's a new computer that's just come out. It's better than Nintendo or Sega and the graphics are out of this world.'

'Where do you get them Ricky?'

'You can't get them here, they're only made in America.'

'How much do the cost?'

'About £900 and the games are about £100 each — but what games!

I went on about the imaginary Orbit and after I had strung the tallest story I could think of, I went out to play. Everyone was talking about the Orbit at dinner time and by the end of the day all the sheep wanted to come around and see it.

I kept it up for a couple of days until I'd had a good laugh. When I told them there is no Orbit and you couldn't buy one if you had a million pounds in the bank, they all felt very stupid. All except one boy, who still wants to buy it off me (can you believe it?!).

The good thing now when they start boasting about Nints or Game Boys I just mention the Orbit and everyone goes quiet.

Ricky, Loughton, Essex

PS What do you get if you cross a Nintendo owner, a Sega owner and a Game Boy owner? Answer: a kid who can plug in a Spectrum.

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Bravo, excellento, encore! Well done Ricky, that'll teach the snot-nosed brats. I'd say that's probably the best thing you could've done (apart from buying a sheep dog, rounding 'em all up and sending 'em through the sheep-dip, that is). Perhaps you could tell 'em they're *baa-rmy* for having those *other* machines or enquire about the cotton *wool* between their ears. Either way (although porkie-pie telling is not something I usually hold with), you win Letter Of the month.

Ed

manage it. There's a lot of jealousy building up in me, you being famous and all that, but I'm in the same business as you; it's certainly a good opportunity.

One more thing: as you may or may not noticed, I'm a Pet Shop Boys fan, so could you ask Nick whether he knows why certain songs were left off the *Discography* album. I was really disappointed that they were missing — it's a sin the things some people do to make money.

So, CRASH, keep up the good work, and don't become boring.

Geoffrey Dallimore, Cambridge

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Oh crikey, you've done it now, haven't you? Nicko went into such ecstasies when he got this letter and realised someone else in the world actually likes the Pet Shop Boys, he hasn't been able to get rid of this utterly hideous grin ever since, so we had to lock him in the filing cabinet for his and our safety!

According to Nicko, certain songs were left off the album because all their stuff is so mind-bendingly brill that you couldn't fit it all on. (Personally, I reckon they wanted to save some for the next *Discography* album so the poor unfortunate fools who like there stuff will have to cough up more dosh!)

As for Corky, due to popular demand, he's BACK and is dividing his time between CRASH, ZZAP and a deranged water melon. So let me hear you say HALELLUJAH!

Ed

Mum's The Word

I'm a mother of two children and have recently enquired about buying a Speccy and these are the replies I got:

Tandy NO
Currys NO
Toys 'R' Us NO
Dixons NO
Software City NO
AR Computers NO
Software Superstore, Hanley NO
Computer shops, Hanley NO; NO; NO; NO; NO; NO; NO; NO

● ● ● ● ● ● ● ● ● ● ● ● ●

I've now bought a second-hand 128K +2A Speccy. I could have bought my children an Amiga in every single shop. Don't you think I deserve a prize for being so good and not buying an Amiga? (If I don't get a present, I just might go and one.)

By the way, I do like your magazine and please don't tell but I play on the computer every night after the kids have gone to bed!

Mrs McKenzie, Baswich, Stafford.

PS I've told my friends to buy a Speccy for their children as it's a cheap, perfect first computer with plenty of software, so I think you should have a word with Amstrad!

Okay, you've got yourself a deal. I won't tell our tens of thousands of readers that you play on the computer every night if you don't buy an Amiga — can't say fairer than that. I trust you've also been telling your friends to buy CRASH as the crucial accessory to their Speccys (we know where you live, remember).

As to the Speccy question, we got 'em on the blower and this is what their spokesperp said: 'We still have Spectrums of all types in stock so there's no reason why your readers shouldn't be able to get hold of them or get them fixed if necessary. However, if the retailers choose not to stock Spectrums, that's up to them. I suggest anybody with any queries rings the Amstrad head office on: 0277 228 888.'

So there ya go, matey-peeps — get on the phone and sort 'em out!

Ed

GIMME A SPECCY!

I've got a problem. No, not that one, I mean the other one, regarding the Spectrum +2.

Way back in time, Issue 94 of CRASH magazine, you printed a letter

The Thirteenth Disciple

The CRASH Powertape is already brilliant — but I've got a way to make it even better. First, let me tell you a story...

Back in the mists of time, a couple of people called Alan and Bruce got together and made a super, smashing Spectrum disk drive system called the 'DISCIPLE'.

People stood back in wonder at the genius of this new invention, but Alan and Bruce weren't satisfied. They got straight back to work, and bless their cotton socks, made another disk drive system called the 'Plus D'. This amazed even more people — and what was more, the two systems were compatible.

For a while, Alan and Bruce had a little rest from disk drives and tried making something else — the SAM Coupé!

This computer was marvellous: compatible with the Spectrum, great graphics, stunning sonics and a disk drive! Clever old Alan and Bruce had made this new computer's disk drive compatible with both the stupendous DISCIPLE and the bodacious Plus D. What joy the universe was enveloped in...

What a lovely story, eh? This is where CRASH could come in. If you snapshotted each Powertape program on to a DISCIPLE disk, users could enjoy quick, reliable loading! Bliss or what? So how about it — the CRASH Powerdisk.

James Goffin, Gt Yarmouth, Norfolk.

● ●

Hmm, I have a sneaking feeling that you're Alan Miles writing under a pseudonym, James, but I'll give you the benefit of the doubt — this time.

We *are* expanding our SAM coverage (as you'll see from the extra SAM page and three review pages) so this idea is being put on the backburner and might flare up any moment — you'll just have to wait and see won't you?

Ed

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by a JL Sinclare of London, asking you if Amstrad were planning to stop manufacturing the +2.

Your reply was, that the +2 was not on it's way out. (Although personally I would like to see a +2 machine opening a door and walking out, ha-ha!) If that's the case, can you explain this:

I owned a Speccy +2A until it was taken away illegally. I've been to ALL of my local retailers, and they both tell me they're not stocking any more of the +2, or any other kind of Sinclair Spectrum machine.

In fact, one store owner said he sent his stock back. So imagine my delight when I saw a Spectrum +2 sat inside another retailer's shop. So, cash in hand (well almost — the money was in my trouser pocket), I went to buy the lovely Speccy machine. Imagine again, if you will, my horror when the manageress told me the machine was not allowed to be sold and should not be on display! In fact, she had orders to send it back.

Now c'mon, can you tell me what's going on? Why is my home town being deprived of these machines? I mean, I've got 200 Spectrum games and I cannot play a single one.

Any info on this matter would be much appreciated.

M Jones, Gainsborough, Lincs

• • • • • • • • • • • • •

Don't worry, m'dear. The stores you mention are just very miserable, and in a bit of a sulk because I visited them and told them their completely crap and their curtains clash with their assistants.

Hope thats a good enough explanation. (For a serious answer, see the Mum's The Word letter, and give Amstrad a bell on 0277 228 888.)

Ed

Shiver me Timbers

There's a point I want to get off my chest. Basically, it's the death of the Speccy (may it live forever!!). There are two main things I feel will kill it off.

1. PIRACY (that b****** of a trade).
2. The continuing rise in game prices.

1. The pirates are killing off their own trade by pirating games. They sell games cheaply, the software houses lose money and stop producing games. The pirate has less to copy and the Speccy owner has less to play. They then have to buy something crappy like a Commodore (strangles from the ZZAP reader). The pirate has less people to sell to, so he goes off to that dreaded place you visited — GONEBUST.

2. The rise in software prices is so dramatic you can buy a CD for less than a taped game. This is even making the software houses lose money (think about it). They lose out to the pirates, put up their prices, the gamesplayer can't afford the games (they get a paper round and get run over by Nick 'Pie' Roberts), the software house loses out, they increase prices more, sell less games and kill off the Speccy in the process. (Shouts of 'yippee' from the ZZAP reader.)

Doogy Chris Malcolm, Craven Arms, Shropshire

• • • • • • • • • • • • • • • • • •

Thanks for the Speccy market assessment, boffin-features. This has been a big problem in Speccyland right from the word go and although we all hate and despise those fiendish spoilsports who are killing off the software producers, are you telling me that if you were given a chance to make a pile you'd pass it up? You great big fibbing hypocrite!

Ed

Brilliant Blinky

I've recently bought a Sinclair Spectrum +2 along with about 50 games, which I'm trying to sort out! And I also bought an issue of your CRASH mag for Jan '92, with the terrific *Titanic Blinky*.

Can you tell me where to buy one, or Zeppelin's address, and also does anyone know where I can get a handbook for this model, as I'm a disabled person. I don't work anymore and I'd like to learn more about computers. I think the games are really good.

Mr WL Kemp, Pimlico, London

• •

First up, try our mail order hotline (see page 62), but just in case, Zeppelin's phone number is 091 385 7755. Amstrad can advise you on the handbook question, 0277 228 888.

Ed

Promises Promises

I'm writing after losing your mag then finding it and losing every compo under the sun!!

You really make some great promises, don't you. In Issue 95 there was a statement boasting you had a 100% colour mag. Yet in Issue 96 you had 24 b/w pages.

Also in Issue 96, you said that subscriptions were on page 26 (the most surprising thing is that it was), but page 26 said it was 43 (two page 43s, what value!!). Strange.

Perhaps you might give me a £40 software voucher to brighten me up for all my bad luck and to forgive yourselves.

Christopher Thomson, Banbury, Oxfordshire



• • • • • • • • • • • • • • •

Well oh dear, isn't the world awful, Chrissy? Variety is the spice of life (or should that be turnips?), and anyway, promises are made to be broken. As for the voucher, NO FEAR!

Although keeping with our tradition of making cock-ups, here's another for ya to grimace at. It's not actually a £40 software voucher, it's a 40-pound traffic warden from Frinton-on-Sea, called Morag. She's a lovely lady. We're sending her to you Recorded Delivery, 'cause we like you *that* much.

By the way, she's got a delicious recipe for cabbage cake, which I'm sure she'll disclose to you.

Ed

Brains Of A Rocking Horse

I heard about a TV programme dedicated to computer and console games. I was eagerly waiting for it , then it came at last! *Games Master*! I watched it waiting for some Speccy games and tips (not that I don't get enough from your wonderful mag!), but what did I get? Sega and Nintendo!

The first thing on the programme was a challenge from the Games Master who challenged a boy to collect 50 coins on one of Nintendo's Mario games. Then we had a review section with Nintendo and Sega games only!

Next there was another challenge involving the Sega Mega Drive's *Man Utd Europe*! After that we got a special section on the Nintendo Game Boy!

What happened to computers? Where was the Speccy? What a waste of half an hour! Could you please send Nick around to the 'Games Master' to beat him up and make him show more Speccy stuff!

Now I've done enough moaning, I have to say how totally brill your mag is! Congrats on the new *Techni-Tak* page! It's totally excellent! Is there any chance of expanding it to maybe two or three pages?

Also I've noticed that *Nick's Playing Tips* section's a bit short. If you expanded both these sections I'd be more than willing to pay extra. You could put the price up to about £2.50 and I'd still buy it!

I think it's a bit sad they've stopped producing +3. I think Amstrad should bring out a new Speccy, the +4. It would be the same as the +3 but have a better sound chip etc. Since Amstrad stopped making Speccy games on disk?

Mark Flemming, Fife, Scotland

PS I'm sorry for using words like 'Nintendo' and 'Sega'. I know they're disgusting words but they were

essential to my letter. Keep up the good work!

PPS Could you tell me the ages of all the CRASH crew?

• • • • • • • • • • • • •

Why don't you try giving the Games Master a piece of your mind (he obviously hasn't got enough of his own otherwise he'd have Speccy games on the programme wouldn't he?). I forgive you for using these unmentionable words, but don't do it again — I had to lie down for at least an hour after hearing them!

As far as the tips are concerned — your wish is granted (as you can see by the whopping 16-pager in this issue!).

And our ages: Nicko's 19, Woz 22, Ian 24, Corky's 27 (wotta FOGEY), Charlie 18 (aah, the baby!), and I'm not telling you how old I am — you don't ask a lady her age (any smart-arse remarks will be rewarded with a kick in the *********).**

Ed

Loaded Speccy

Is it me or do computers CHEAT! Especially Audiogenic's *Rugby*.

Do software houses stick in little rules that can be altered for computer use only? Or is it sprites really know what their doing?

And for that matter, Audiogenic's *E Hughes Football*: disappearing players, keepers with no hands, only be hacked outside the penalty box?

WWF: why is the computer so good when he has no energy? And the list is endless.

Well my case comes to a close. Remember the next time you lose on your favourite games, there's always a chance its cheating.

Stephen Pratt, Sunderland, Wearside

• • • • • • • • • • • • •

We Are The Champions

Hi there, I'm a person who just before Christmas got a free Spectrum +2 48K. 'What a load of rubbish,' I thought, but I was wrong. After getting a lot of games I started to enjoy it more than my dad's ST.

I bought *Scooby Doo & Scrappy Doo, Who Dares Wins 2, Rampage, IK+, Paperboy, Smash TV, The Dizzy Collection* and *Dizzy's Excellent Adventures.*

After buying my favourite mag, CRASH, the other day, I asked my friend Jonathan over and he dared to say he hated *Smash TV*. (He was probably jealous because I can get to Level Two and he can't even get past the first screen.) Paul 'On & On & Ariston' Aris (he hates me calling him that) hated CRASH as well (some people have such bad taste nowadays).

Now I have the Feb '92 issue of CRASH and I enjoyed CRASH vs ZZAP vs SEGA FORCE, so now me and two friends are doing a Nintendo vs ST vs Spectrum challenge (with my ST and Spectrum), and of course I'm supporting the Spectrum.

I have *The Dizzy Collection* and *Dizzy's Excellent Adventures* so can you tell me which Dizzy games I haven't got.

Ian Wigger, Leytonstone, London

• •

You spongacious dweeboid! A +2 48K?! There haven't been 48K Speccys produced for years — the +2 has 128K!

Anyhow, tell old Ariston & On that he's a drongo and ought to be de-toenailed. The only Dizzy game you haven't got is *Bubble Dizzy*, and you could try *Seymour*, which is in the same vein.

Good luck with the challenge, m'dear, be my champion and I'll love you forever and ever. (And if you believe that, you'll believe anything!)

Ed

Funny you mention cheating. I was playing the lovely old classic *Rick Dangerous* the other day when suddenly, at a particularly crucial part of the game, a big hand came out of the screen and hit me, rendering me unconcious for the rest of the game. It's a funny old world, isn't it?

Ed



Where To, Guv?

Help! Around last month one of my games stopped working, it was called *Sabre Wulf* and it was my best game! Please help me, or even better tell me where I could find it in a shop!

Sam York (age 8)

• • • • • • • • •

Just try our mail order hotline on page 62!

Ed



Male Order

Having been away from the Spectrum scene for ages, I'd really like to know where I can get my hands on a copy of *Rebel Star 2* by Firebird.

Correct me if I'm wrong, but I think Firebird are now defunct, and being such an avid fan of the original, I'd like to get hold of the sequel. You used to do a mail order service, do you still?

If so could you please let me know in the SAE I'm enclosing.

Michael Veal, Enfield, Essex

PS Was there a sequel to *Elite*?

• •

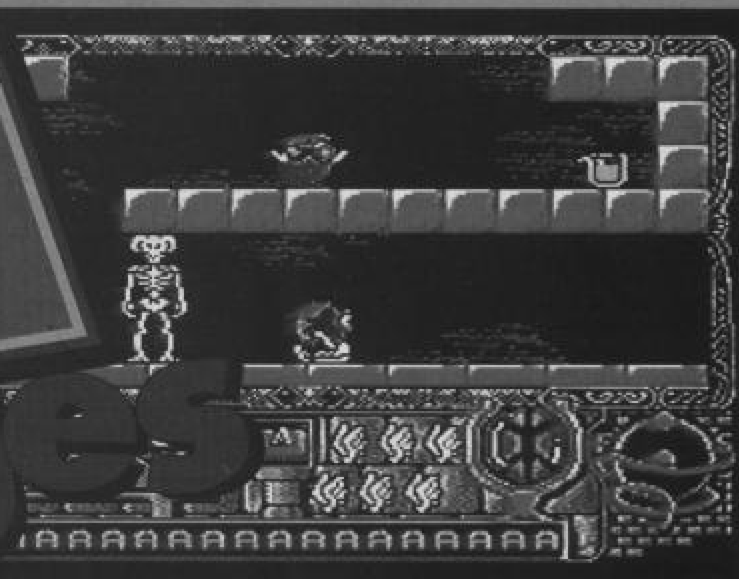
Yes, we do have a mail order service (not that I agree with it — no male EVER gives me orders). Telephone 051 357 1275 for our 24-hour hotline, write to Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB, or use the coupon in this issue.

Firebird planned an *Elite 2* but it never materialised. There's an outside chance it will see the light of day, (very) eventually, but don't hold your breath.

Ed

Well there ya go, take it or leave it, like it or lump it (alternatively scrunch it into a tiny ball and put it in a crisp packet). More letters next month so keep 'em coming on *any* subject to: Lucy's Letters, CRASH, Europress Impact, Ludlow SY8 1JW.

The SAM Pages



Hey! What's going down in SAM town, cucumber-type dudes?! Well there's no point me asking you, is there? I'm supposed to be the one in the know! I've got a right rollercoaster ride through everything SAM-like this issue. Fasten your seat belts and away we go...

SMARTER THAN YOUR AVERAGE DISK!

Are your disks totally unorganised, like mine? If they need a bit of a kick up the posterior, you need *SmartFile*.

It uses *MasterDOS* to help you erase, hide, unhide, protect, unprotect, unerase and sort out the directories of any disorganised disk. It can be used with the keyboard or SAMCo mouse and is mainly menu driven.

It's certainly powerful and if you don't have a utility like this in your software collection get one fast! There are many times I've accidentally erased a file and wanted to kick myself, but that's no longer a problem.

The biggest drawback of *SmartFile* is that it needs *MasterDOS* to run. If you don't have it you're up corrupt disk creek without a paddle!

SmartFile's available from William McGugan, 46 Elliot Street, Arbroath, Angus, Scotland DD11 3BZ for only £6.50, including instructions.

GOING PUBLIC

Looking for yet another cheapo disk magazine to increase your software collection and titillate your computer chips? Here's a new one called *Public* and needs your help to get it off the ground.

I saw issue two and it was a little bit bare (ooo missus, don't). The creator, Sam 'no relation' Buchanan, wants people to contribute by sending him any screens, BASIC or machine code programs, music and letters for inclusion in future issues.

To order your copies of *Public* or get fame and fortune by contributing, write to: Sam Buchanan, 8 Suthmere Drive, Burbage, Nr Marlborough, Wiltshire SN8 3TG. It costs £1 per issue.

VEGGIE BURGERS, AHOY!

The boys at Revelation software have been busy searching for SAM software and have come up with a real winner in the shape of a squashy tomato on a *Vegetable Vacation*!

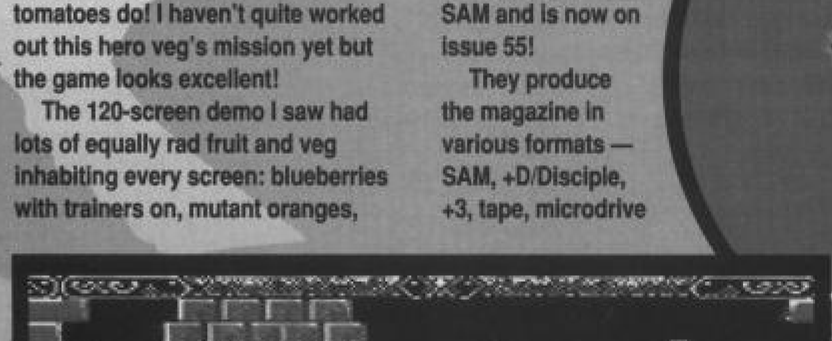
This ain't no ordinary tomato, though, he's got wings and can fly around doing the type of things tomatoes do! I haven't quite worked out this hero veg's mission yet but the game looks excellent!

The 120-screen demo I saw had lots of equally rad fruit and veg inhabiting every screen: blueberries with trainers on, mutant oranges, bogus lettuce leaves, bouncing peas with legs and a silly looking teddy bear (that's not a vegetable, is it?).

The object of the game seems to be to fly around the landscapes collecting objects and using them to free other objects. Hardly 100% original but a first for the SAM.

All the graphics are excellently animated and coloured, with a kind of semi-3D where you can fly behind some objects and in front of others.

Vegetable Vacation will be released on the Revelation label at a price to be announced very soon.



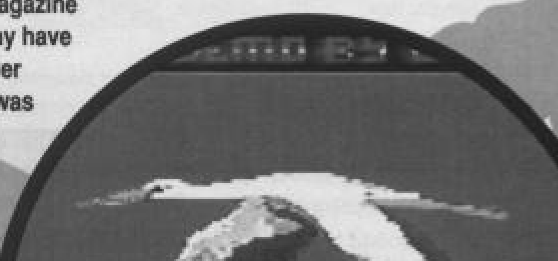
ANOTHER SOFTWARE OUTLET!

Here's a disk magazine many of you may have forgotten about or never even heard of! *Outlet* was one of the original bunch of magazines that were around in the early days of the SAM and is now on issue 55!

They produce the magazine in various formats — SAM, +D/Disciple, +3, tape, microdrive and Opus disk — therefore the material they use is quite general, with the odd SAM-specific piece here and there.

The presentation's very 'Spectrumesque', probably so they can use the same graphics on all formats. This disk mag obviously doesn't use the SAM to its best abilities.

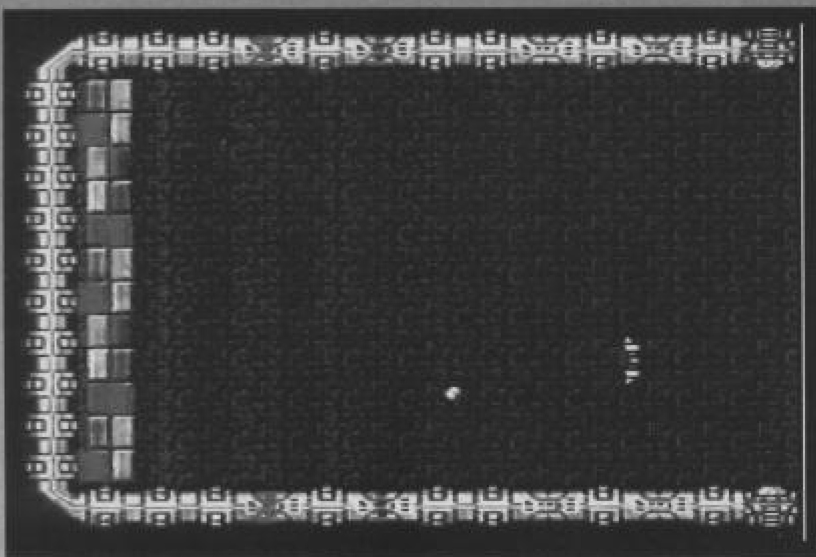
Outlet's an excellent source of information about the SAM and Spectrum software industry but if you're expecting a glorious piece of SAM software you'd better look elsewhere. Each issue costs £3.50 and details are available from: Outlet, Chezron Software, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.



SAVE THE TREES!

Here's your chance to do your bit for the environment and save a few forests from being chopped down. Buy a *Comic On A Disk* instead of paper! The genius behind this SAM concept is David Tait of Glasgow (with a bit of help from the tiny people, like Walt Disney!).

The first disk comic stars those virtually unknown cartoon





characters, Mickey Mouse and friends. The story's been taken from a Disney comic and some of the graphics have been borrowed from various PD disks but they've never been put together like this before.

It loads compressed SCREEN$ files one after the other, each a frame of the cartoon. The story's told using speech bubbles in the screens and narrative text between them and it works really well — as long as you're a fast reader! You can always break into the BASIC program and change the pause statements to give yourself more time to read each frame.

You can get your *Comic On A Disk* for £2 from David Tait, 202 Kingsheath Avenue, Bankhead, Rutherglen, Glasgow G73 2DB.

SIZZLING STUFF FROM SAM CO!

Things are hotting up in the SAM Computers offices these days, not just in software but with exciting hardware developments, too!

This month should see the launch of a SAM video digitiser. No more fiddling around on a crusty Atari ST for the likes of Guy Middleton (of digitised film demo fame), you'll be able to buy a cheap monochrome digitiser to test out the SAM's digitising skills then upgrade it to a colour model for serious video grabbing.

The reason for an upgrade instead of just one colour package is so those on a tighter budget can experience the joys of digitising. Saving up to buy a new piece of hardware can take a long time so now you can do it in two steps!

Besides the other software mentioned in this month's pages, there are developments in the business and educational fields. A sort of *Flash!* for kids is on the cards, with simplified menus and greater sense of fun. A state-of-the-art spreadsheet and word processor are being developed which promise to blow the socks off anything ever seen on the SAM before.

GET THOSE JUICES FLOWING!

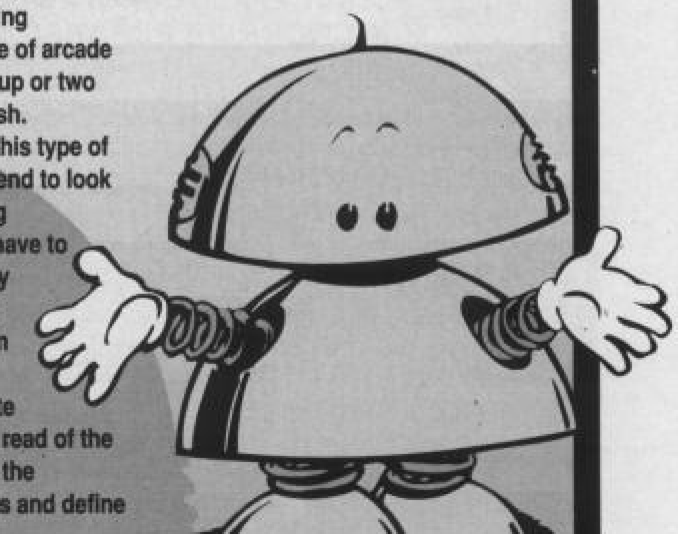
Have you ever fancied creating your own arcade game masterpiece on the SAM but not had the programming knowledge or graphic skills to do so? There's something coming your way that could solve your problems for good. It's a games designer especially written for the SAM by Glenco Software and it looks like a powerful tool.

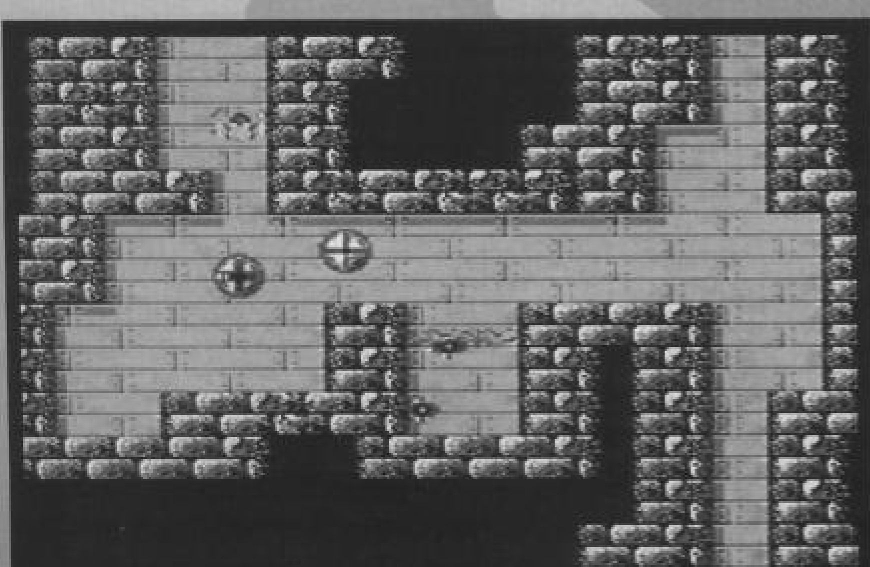


The disk I was sent included a new language for creating demos and games, a *Sprites Alive* sprite designer and a brilliant demo of what can be created using the system. The demo shows some amazing possibilities with a couple of arcade adventures, a shoot-'em-up or two and a *Break Out*-style bash.

The only trouble with this type of utility is that the games tend to look very similar. Any budding games programmer will have to come up with some pretty snazzy graphics to make their game shine out from the rest.

Creating a game's quite simple, following a good read of the instructions. You design the graphics, create the maps and define the paths of the nasties in the designer. The main part of the game is written in a similar way to BASIC, with lots of new keywords to give immense power to your fingertips.





Life certainly isn't dull on the SAM scene! If you have anything to say about Mr Coupé (Mr 512K if you're clever) or have a disk packed with goodies for me to see, send it to this address: Nick Roberts, SAM Page, CRASH, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW. See you next time, SAM pals!

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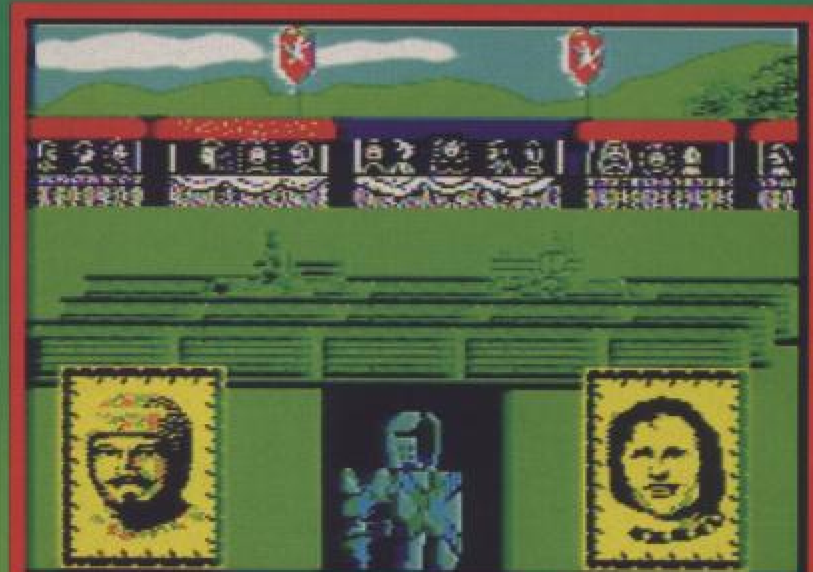


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Have you ever felt like a mushroom? No, I don't mean grey with a rounded top and a tasty, fleshy underside, I mean kept in the dark. Believe it or not, there are thousands of Spectrum games out there that most of you will never see! NICK ROBERTS puts on his investigative cap and pokes his nose where it's not wanted!



Euro Software!

It's all a big con, isn't it? People talk of the demise of the Spectrum software industry and the lack of inventive, original software. But they're all wrong.

It's only in the UK where Spectrum software's dying off, with bad quality games and software companies losing interest in producing anything new at all. It's about time all you devoted Spectrum users knew the truth about the European software scene.

In the mid-Eighties, the Spectrum's popularity soared, all over the world. Amstrad took the lovable 48K and 128K Sinclair Spectrums, created a rad new box to put them in and gave the whole Speccy industry a spring clean.

At the same time, other countries were creating their own Spectrum clones that would lower the cost of computing and increase popularity. Computers like the Russian Hobbit, American TS-2068 and SAM Coupé were invented and marketed throughout the world.

England, Scotland, Wales, Spain, Portugal, Russia, Brazil, India, China, America and Taiwan have all been touched by the Spectrum magic. The growth markets are now in Eastern Europe and the Third World. Millions of Spectrum-compatible computers have been in circulation for years so it's no surprise there are some amazing feats of programming that usually go unseen.

WEIRD WATER?!

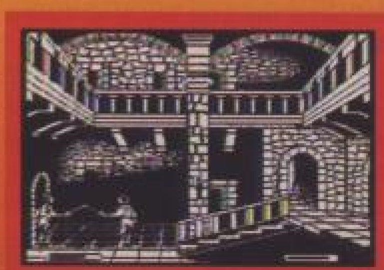
I don't know why but European software seems far better programmed than the stuff we see in the UK. Programmers cram much more colour and sound into their games and come up with more interesting ideas. Perhaps it's the water where they come from!

The only problem with the brilliant games I saw was that all the instructions were in another language!

I've included the cream of the crop in this feature, a brief description of what each game's about, its best and worst features, and of course, lots of screenshots for you to drool over! Keep your fingers crossed — one day these games might be released in the UK!

DEFENDER OF THE CROWN
The Cat

● This game originally appeared on the 16-bit machines and was raved about in all the mags of the time. Of course, a Spectrum version wasn't planned — but that didn't stop The Cat creating his own!



So here it is, *Defender Of The Crown* on the Spectrum — a game that's never been officially released by any software company!

You play Wilfred Ivanhoe and must defend the crown of Richard III against the invading forces. You start with a small number of soldiers, some land and a castle and must raid neighbouring territories, challenge your enemies to duels and go jousting to improve your status.

Each section has its own unique graphics. The main map's packed with colour and has some great effects when you select territory. Raiding takes the player to an excellently detailed castle scene where a swordfight takes place. Jousting's shown side-on, the lance aimed using an animated knight sprite at the bottom of the screen.

Playing *Defender Of The Crown* makes a refreshing change from the endless shoot- and beat-'em-ups that spew out of software companies. You actually have to sit down and think about what your next move will be. Choose poorly and the enemy will be knocking on the door with a club in one hand and a big sword in the other! I love it.

SIDERAL WAR
Delta Soft/Juan Carlos

● Shoot-'em-up fans would love *Sideral War*. Set on a far-off planet inhabited by some very strange creatures, the basic idea's to blast everything in sight! What a refreshing change.

What makes it so special is its looks. Colourful backdrops and sprites all click snugly into place without even a dash of colour clash.

Each level's a horizontally-scrolling blast with a mega-mean end-of-level baddy waiting for the unsuspecting space adventurer at the end.



Every so often there's a large rock to jump over and mutant holes dotted about that gobble you up, given half a chance. Aliens include potato heads, big bees with purple bums, blokes in spaceships and run-of-the-mill aliens.

Reaching the halfway point of the level signals a spaceship to pick the player up, then it's off into deep space for a classic style shoot-'em-up, aliens and space debris flying at the ship from the right and limited lasers to dispose of it all! All this on a parallax starry backdrop.

Survive this and it's back down to the planet's surface to continue the adventure. This time there are big pools of space liquid to jump — one



foot wrong and you're dead!

I usually don't like mindless shoot-'em-ups but when they're as brilliantly presented and good to look at as *Sideral War*, you just *have* to become addicted. Great stuff!

POWER MAGIC
Zigurat Software/Gamesoft

● The trick all these Euro programmers have caught onto is creating graphics with lots of colours and a blank black outline to cover up any clash that might otherwise occur. When you're playing you don't notice the black lines around the sprites — you're too busy playing the game!

Power Magic's a classic example of this technique. There's so much going on in the backgrounds and the sprites but it all looks neat onscreen. We've raved about games like *Final Fight* for having enormous sprites moving at the same time but they were monochrome. Here we have the same sized sprites in full colour!

I must admit the speed could have been better. The more things that attack you, the slower things get, but it gives you incentive to kill the attacking nasties.

Although it's a beat-'em-up it's set in some mythical location, with a warrior playing the lead (sounds like a West End musical!). You can use your fists or, if you're feeling really mean, get out the firebolts and blow the suckers away!

Power Magic's great for a while but unless you're a hard core beat-'em-up fan you'd soon get bored of the amazing view.





SENDA SALVAJE
Zigurat Software/Gamesoft

● Oh, it's so tiresome, isn't it? All this non-stop colour on a Spectrum.



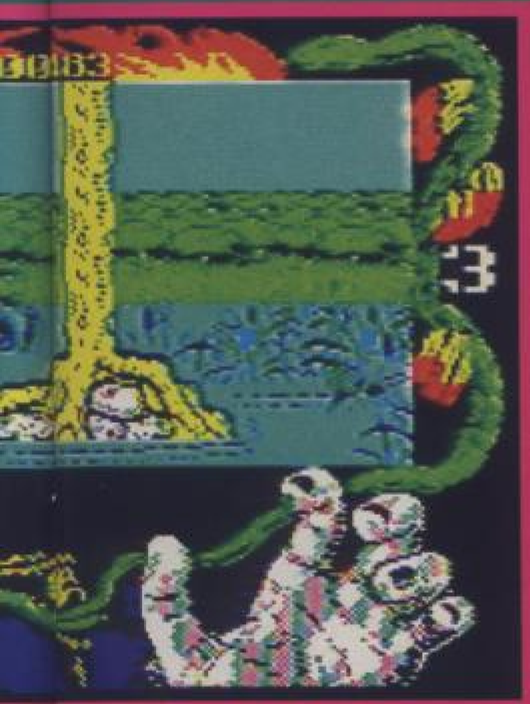
We're just not used to it, are we?

Senda Salvaje's another excellently programmed game, probably the best out of the bunch of games I've chosen for this feature. The player takes the role of Mr Beard (for want of a better name) and the mission seems to be to roam around a strange land, killing the creatures that attack you and dodging in and out of the landscape to avoid being caught.

Swamps, rickety bridges, caves and islands are all here to be explored but getting to them in the first place is the tricky part. You're bombarded with nasties right from the word go. Snakes hiss and spit at you, sapping your energy. Mysterious creatures claw out from their cave homes, grabbing at your toes, and the swamps are filled with piranhas and slime beasts.









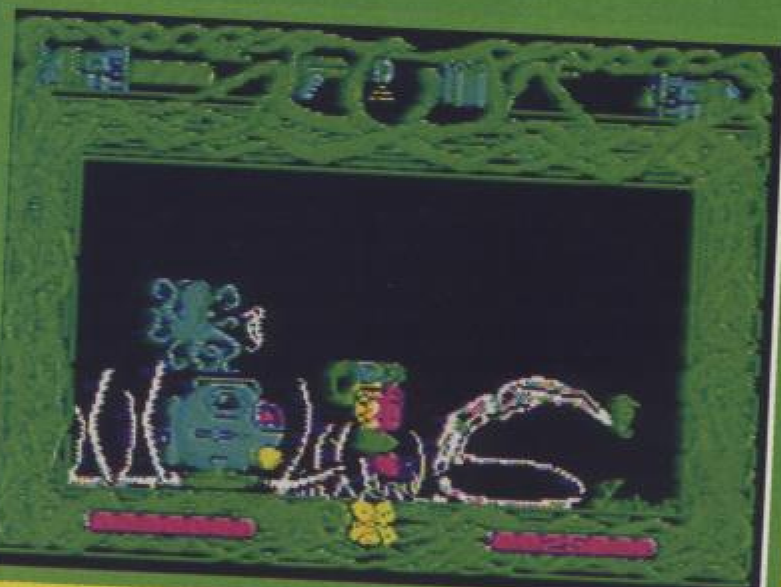
playability's still there. Unlike many of the games, *Jungle Warrior*'s flip-screen. Doors can be used to explore the levels further and find the objects you need to collect to save your loved one.

What I liked about it is that you can run, jump and crawl along the land but if you fall into the water you don't die as you would in most games: you sink under the surface and it turns into a *Scuba Dive* variant, with new swimming animation.

Music's also a big part of a European game. If you listen to it on a half-decent 128K computer (which the CRASH +3 isn't!) it can sound amazing — almost 16-bit!

Jungle Warrior would keep any arcade adventure freak happy for ages. Lots to explore and lots to see — it has everything you could want in a game.





Getting through the first level was impossible until I discovered you can move up and down the landscape as well as left to right!

The team behind *Senda Salvaje* have used a different colour method than the previous games. All the backgrounds are beautifully drawn and coloured with monochrome sprites moving around over the top. You can see through the sprites but this doesn't make the game any less addictive.

Senda Salvaje is simply a great game. I'll certainly be playing this late into the night!

JUNGLE WARRIOR
Zigurat Software/True Soft

● Another highly addictive game from Zigurat Software. This time the mission's to rescue the girly tied to a stake on one side of the landscape. Starting off from base camp there are many locations to be visited and creatures to avoid before she can be set free.

The graphics are slightly smaller than those of *Senda Salvaje* but the

RESCATE ATLANTIDA
Heavy Metal Soft/Creepsoft for Dynamic

● Wooo! This is one strange, creepy game, set under the sea in dank, dark caves and crevices. It's a sort of *Scuba Dive* with submarines and bigger sprites. Sharks, seahorses, octopi and weird, inexplicable creatures are out to sap the young diver's energy.

There are two modes of travel. The first is by mini-submarine, which can move freely in all directions but can't go down some of the smaller holes in the bottom of the sea.

This is where things get dangerous. The player has to get out of the safe sub and roam around with no protection! There's a jet pack to get him out of tight scrapes but it could be too late when these fish turn nasty!

There's one BIG landscape to explore, which scrolls in eight directions to keep the main sprite in the centre of the screen.

The joy of playing *Scuba Dive* was swimming under the sea with all the sea creatures doing their own thing around you. This game has the same charms and as most of the creatures follow set paths it's quite easy to manoeuvre around them.

Rescate Atlantida's going to keep me playing for a long time — it's just got so much depth (groan!).



So there you have it! I bet you're so jealous of Speccy owners in other countries you've turned bright green! Just looking at the screenshots shows how much better the games look compared to what we get in this country.

But why should we get second best? It's probably down to sheer laziness on the part of programmers. If they spent more time on their programs they could produce games equal to if not better than the ones I've looked at here.

So what can we do to improve our software collections? I've printed the names of the software companies and programmers responsible for the games I've looked at. Unfortunately, there were no addresses in any of the scrolling messages included in them — I know because I sat through endless waffle in strange languages!

If you can find out the addresses or phone numbers for any of the software companies involved, let me know. Perhaps we can get some of these amazing games for a future Powertape!


1984 – 1992
OLIVER FREY

Playing Tips



Special



Stuck on the latest blast 'em up or can't get out of that hole in your new arcade adventure? Well fret not! NICK ROBERTS is your knight in shining armour galloping along with this bumper 16 page tips special. This will blow your socks off, get you out of that sticky situation and even make you a cup of tea if you're lucky!

Lots of maps, tips, solutions and small furry animals with little sticky up ears await you just over the page! (We lied about the last bit!)

Welcome to this bowel-shattering, game-smashing, mega-stomping Playing Tips Special! It's been ages since the last one — it's taken this long to recover from typing in lots of POKEs and endless solutions!

Have I got something to impress all you tipping addicts in these 16 pages? Say yes or I'll send around the CAS (CRASH Anteater Squad) to remove your vitals and post them to Australia! Whether you like maps, tips, solutions or cheats for your favourite games, you'll love what's on offer. I won't go wittering on about what's in the 'spesh' (as we call it in the business!), you can see for yourself by flicking through a few pages.

Of all the sections of your beloved CRASH, Playing Tips has maintained its position at the top of the charts (a bit like Bryan Adams!). It's probably the section that's changed its face more than any other, too.

We started off with the forefather of faulty POKE listings, Sir Lloyd Mangram, OBE. Never showing his face for fear of shocking thousands of readers into illness, he moulded the Playing Tips into something quite spanky. This man among sheep found himself a sidekick to... well, kick about the office, really!

Lloyd's helper soon took over lock, stock and biro and came to be known as Robin Candy, or the one with the BIG hair! He continued the Tips Special tradition but managed to get by with the minimum amount of work! Take the Sweevo's World Editor, for example: half a Tips Special filled in one go by downloading the data through phone lines straight into his word processor — the cad!

Fed up with the constant big hair jokes, Robin changed his bonce look and became what he is today (no titters, please) — Mr Trendy Pop Star 1992!

After dossing in the driving seat of the tips for a number of years, Rob eventually left for pastures new (a favourite CRASH phrase), leaving behind him a skipful of ginger beer bottles and a slightly warm seat (very suspect!). Along came the first girly tipster, Hannah Smith.

Hannah was a small fluffy rabbit of a girl. She loved nothing better than skipping through meadows full of daisies and buttercups singing Doctor and the Medics hits (hold on a sec, they only had one — and that was a cover version!). Actually she spent most of her time picking fights with girly tipsters from other 'magazines'.

Lloyd took over again for a while when Hannah left, then next in line for the throne was a weird kid by the name of Nick. With a boring hair cut and cheesy grin, this little lad started coming in after school to do reviews for boxes of Mars bars. This was fine until he grew too large to fit through the door — a serious change of image was long overdue.

With a quick change into a leather jacket and a serious diet, the not-so-small, shy boy became — me (don't all throw up at once!). How lucky you all are, I don't think, but I'm afraid you're stuck with me as I've got quite attached to my super-deluxe black swivel chair. I'm not giving it up for anyone — so there!









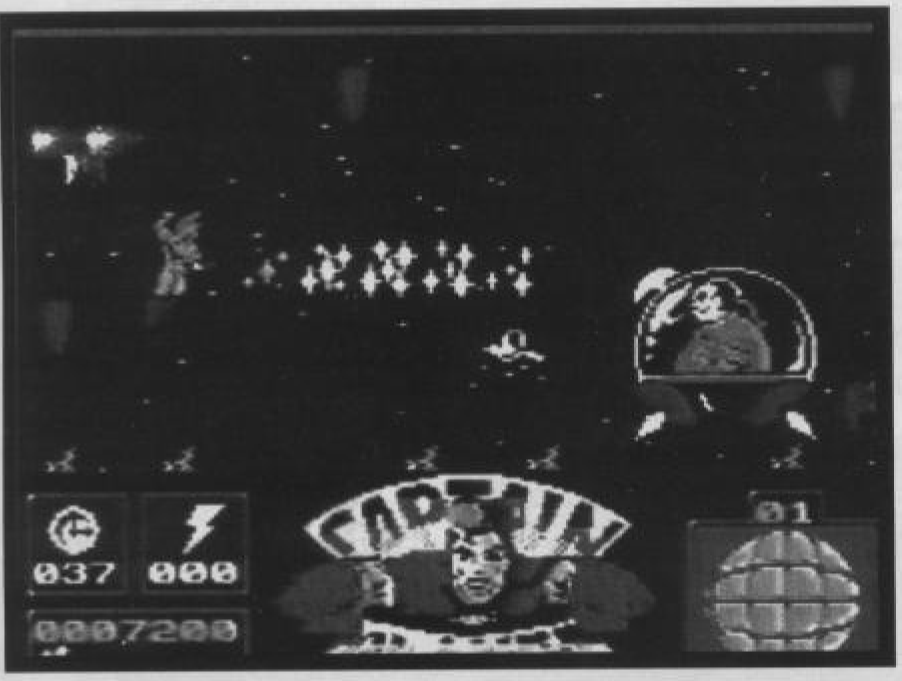




Captain Planet

Ooo, ya trickster, trickster! I bet you can't get anywhere in the latest wild game from Mindscape, can you? If you can, let us know because we're crap at it! Here are a few tips on the first couple of levels to help you along.

- Fire constantly, aiming your shots under the balloons. If you burst one it lets out CFC gases into the atmosphere — not very good when you're trying to save the Earth!
- Move along the level when you've cleared the nasties from your path.

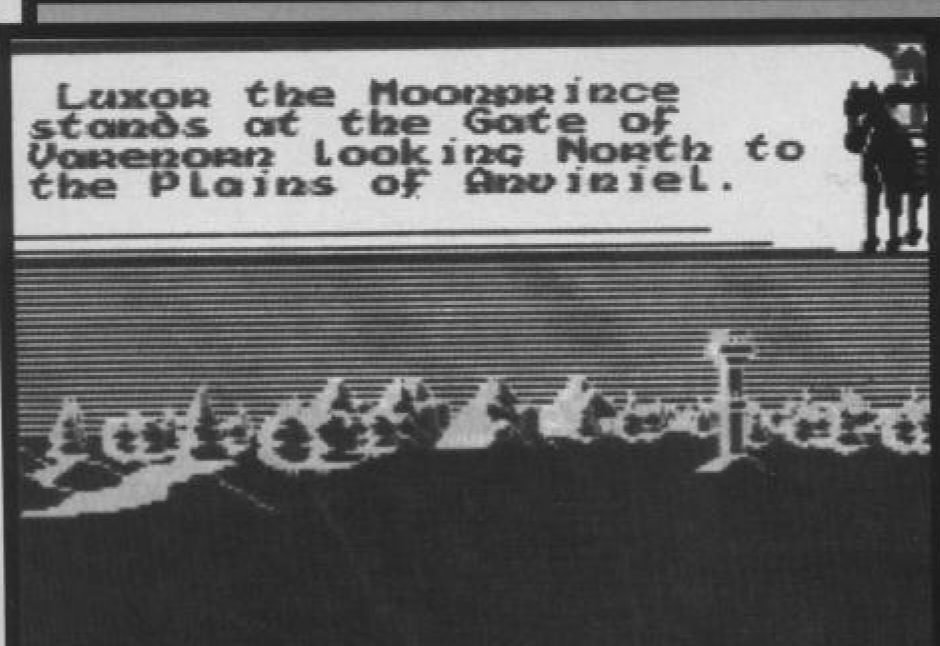


Never fly too far above the ground; stay low to pick up all the power-up icons and know exactly where the rockets come from.

- Wait for a rocket to fire if it's fizzing away, then move quickly past.
- If you're lucky enough to reach the end of the level, you'll have the big nasty to contend with. Just move up and down the screen, firing all the time. The trick is to stay just ahead of his bullets so they fly past you. You'll get hit a few times but you should kill him before he gets you.
- There are more rockets to dodge once you've conquered the big boss. Jump from one ledge to another in time to get past them. You should soon reach the C.F.C. rocket and stop it in its tracks.
- The starry levels are simple. Stay in the middle of the screen as much as possible moving only when you can pick up a timer easily.
- Level two has lots of bubbles instead of stars but the game is basically the same.



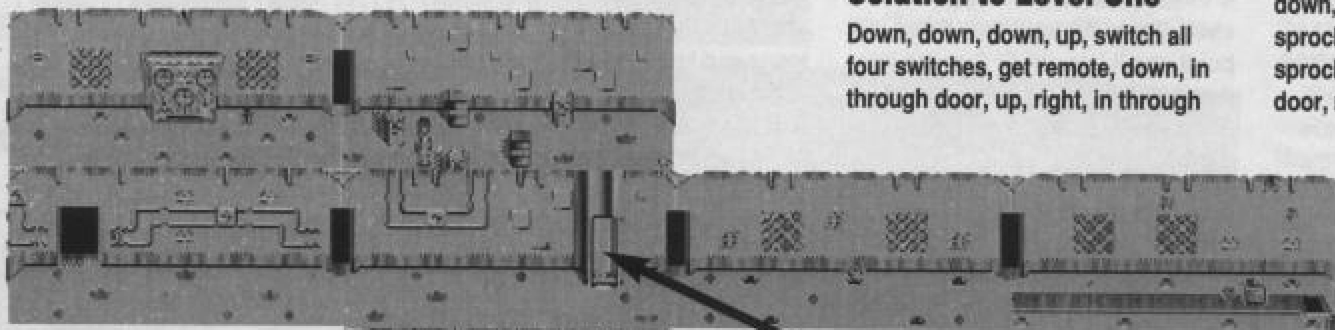
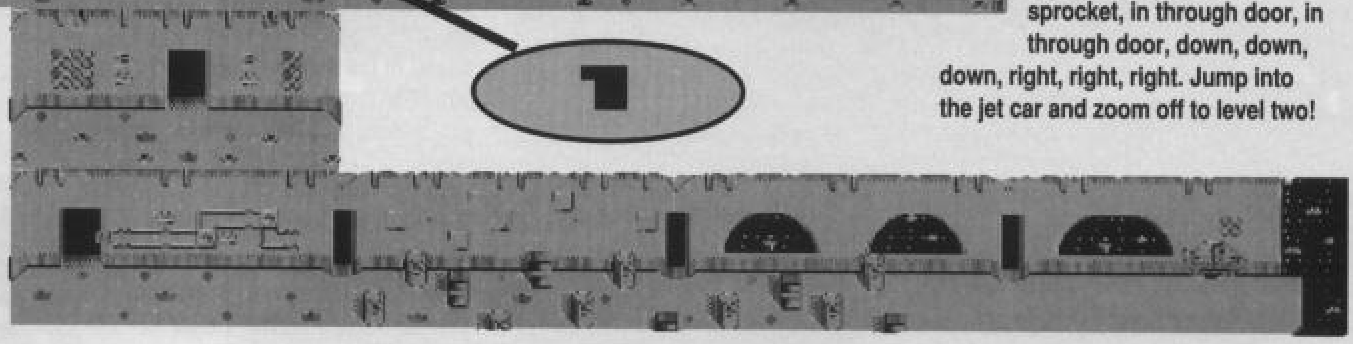
Doomdark's Revenge



I don't do things by halves, and neither does CRASH. *Lords Of Midnight*'s sequel was on the Powertape, too, so here are tips for it, from Robin Candy, tipster of yesteryear.

- Morkin can be found around the city of Imireal, which is Shareth's home, but getting to the city presents some problems because it's surrounded by the icy wastes. All I'll say is you get there through a tunnel.
- Shareh hangs out around the city of Glireon and she can be slain in battle (sometimes independent characters do it for you). Of the five races in Icemark I find the Giants are the least reliable, and so far I've recruited about 65 characters.
- If you're feeling really naughty, try loading in a saved game from *Lords Of Midnight* into *Doomdark's Revenge* to make some weird things happen.
- Morkin can be found on the Plains of Avoril, which can be accessed via the pit of Fildrak, in the NE corner of Icemark.

Jetsons

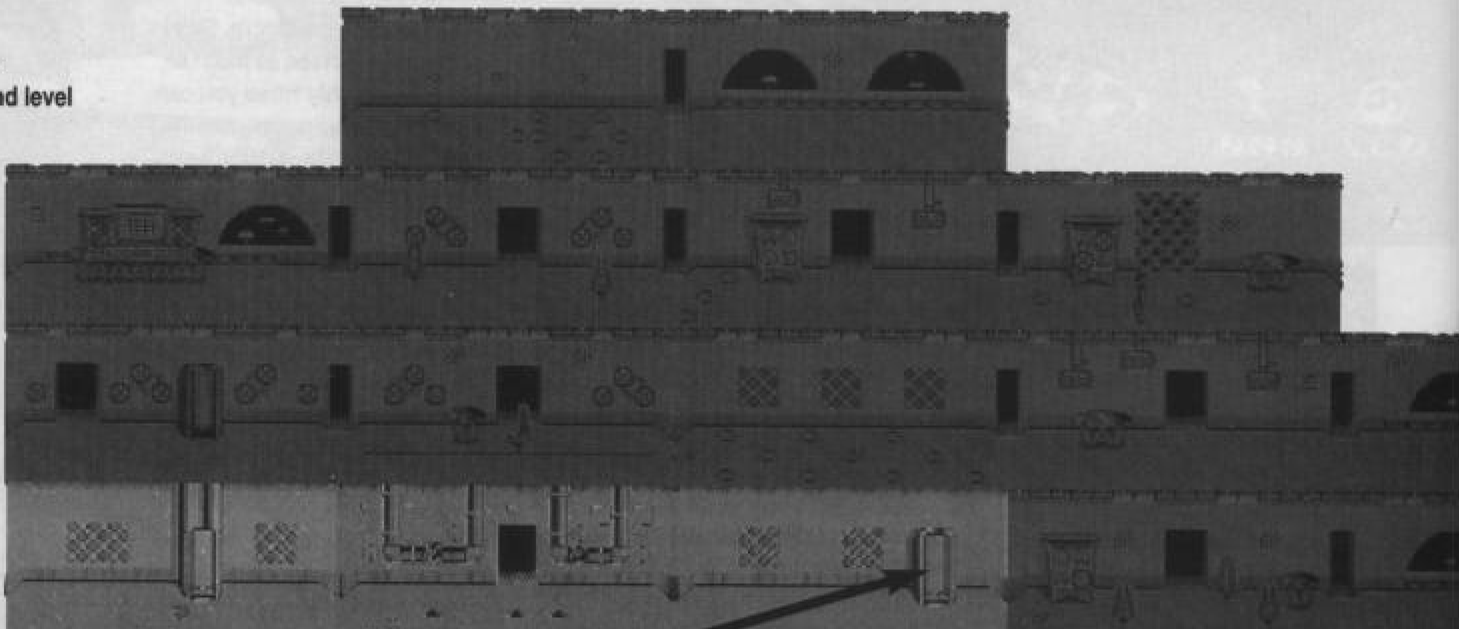
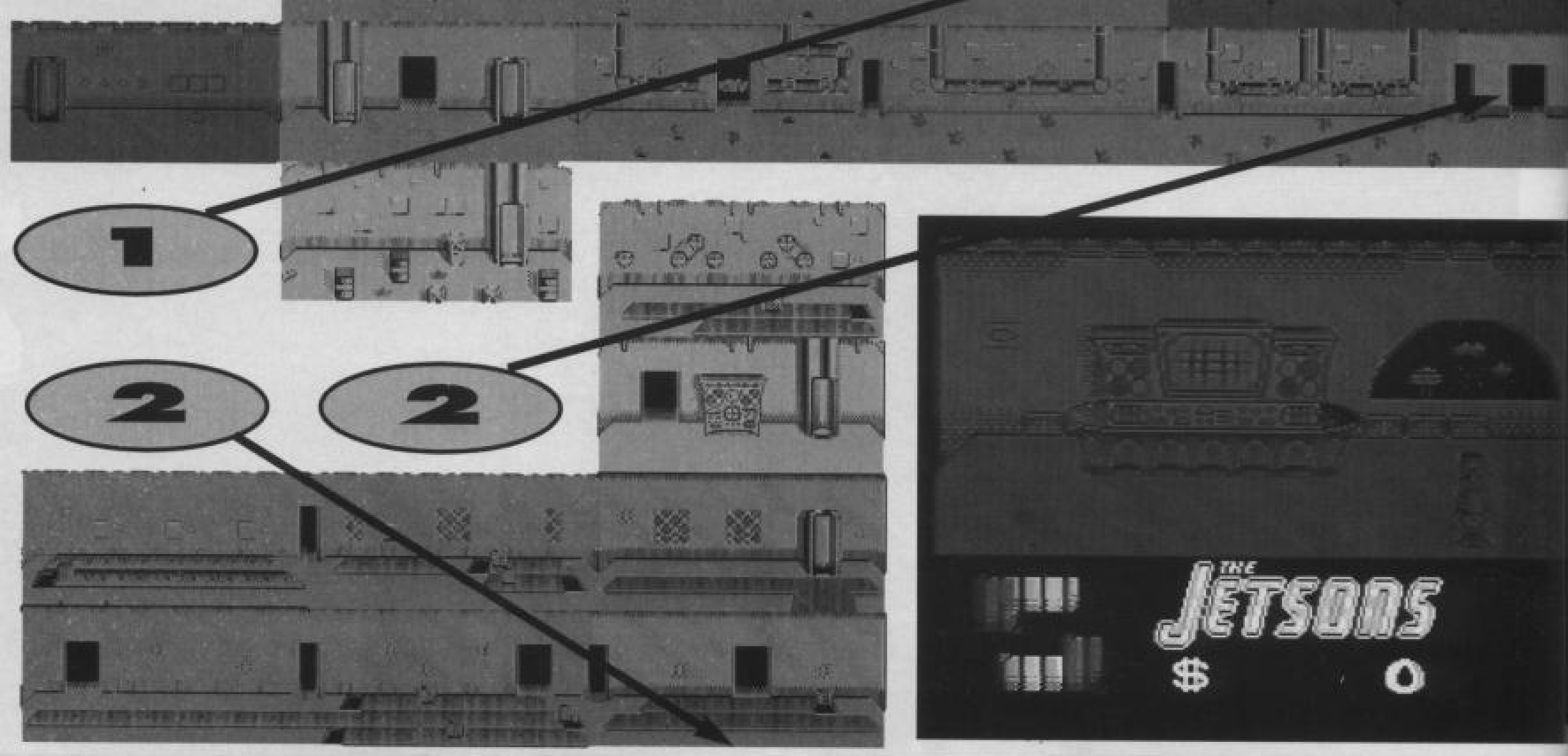



★ Cor, it's just like jumping into the cartoon series, isn't it? A brilliant game from the boys Up Norf! If you're having a bit of trouble with George Jetson, take a peek at this solution and map to the first level. I did 'em myself so they must work!

- If you fall down any of the annoying holes dotted around level one, don't panic — you always fall into the same room at the bottom of the level. Just make your way back to where you were — carefully!
- Collecting money is a good idea — you'll need it to pay the speeding fines in the next level.
- The best way to tackle the conveyor belts is to remember that by pressing the opposite direction you can make George stay in one place.
- Stay well away from the backgrounds: you may get a nasty surprise if you venture too close, like a spinning wheel taking you for a ride!

Solution to Level One

Down, down, down, up, switch all four switches, get remote, down, in through door, up, right, in through door, in through door, switch middle switch, left, switch right switch. Right, down, right, down, down, right, down, in through door, left, in through door, left, switch middle switch, swap remote for spanner, down. Stand on conveyor belt, right, down, left, left, turn right-hand sprocket then second to left sprocket, in through door, in through door, mend lift. Down, down, right, right, right, in through door, in through door, down, in through door, switch switch and collect case, up, down, down, left, left, left. Turn right and second to left sprocket, in through door, in through door, down, down, down, right, right, right. Jump into the jet car and zoom off to level two!

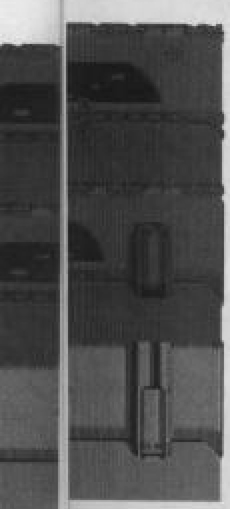



Shadow of the Beast



★ Here's a real cracker that's just been rereleased on the Gremlin GBH label; lots of monsters to swipe at and landscapes to explore. Perhaps this solution will help you...

● At the start of the game, go left — *don't* go down the well. When running through the woods, watch out for spikes in the ground and the bat and Psygnosis face that fly at you from the air. Keep going left until you come to a tree with a door. Go inside!



Immediately watch out for the flame that shoots from the left-hand side of the screen. Go R, D, L, R and watch out for the locusts (crouch down and punch as close to them as possible). Go D, L, D, L and you should now be crossing a bridge. Watch out for the overhead tree roots which can snag you.



Go D (if you go left you fall and die!), R, D, R, D, R, D, L, nd fight your way through the n cronies. This takes you to an lrop passage with a gap at the nd a precious key. Kill all the baddies on the way and keep moving to avoid being dripped on. After collecting the key, drop down the hole and collect the life restoring potion.

Go right, killing the lizards, and U, R, U, L, U, L, D, L through all the baddies. The monster throwing the ball cannot be killed but by punching the ball you can get a plasma bolt (keep running backwards and forwards to avoid being fried). It's a good idea to collect the plasma bolt last as collecting any items after this causes you to lose the all–important bolt.

Go right and into the teleport, L, U, R to meet the big crushing skeleton monster. Fire like mad at him with the plasma bolt. If you don't have it you're dead meat!

Move R and take the first U and L after the sword-wielding monsters have had their fun. Avoid the nasties and hit the switch on the far left wall. Now go R and U then go R and collect the +4 lives.

Go L and time your moves between the eyes and beware of bats. Get the key and go R and take the first D. Now go R, D, R, U, R, D, L, and watch out for the lizards and and leaper. Take the first D, R, D, keep going right until you come to the potion. Collect this to restore all your lives. Go L and D, R, D, L, watch out for the flame. D, L, D, L, U, L, D, L, U, R.

You should now be at the power punch (with the energy field around it switched off, remember?). Go L, D, D, and keep heading R while dodging the rocket engines. Jump over or attempt to avoid the mass of lizards as you continue right and kill the red rhino with the power punch.

Go to the well, use the key and go up, back into the fresh air — phew! 50% completed.

Keep moving R and punch all the pillars along the way for much-needed extra lives. Dodge all the eyeballs and kill everything that attacks. Eventually you reach a castle. Run past the door and collect the torch in the top-right corner of the building. Now enter the castle.

Once inside, go L, U, R, watching out for the monsters. Collect the extra lives hidden in chests. Go D, R, U as far as possible. L, D, L. Go U, R and collect the strength but watch out for the acid raindrops from the ceiling. All the time beware of leapers and bats which attack from both sides.

Go as far R as possible and collect the spanner. Go as far L as possible then D, R, D, R and fall D. Go L avoiding the giant spiders (just run underneath when they move up), D, R, D, L. When you find the chest, hit it and you'll have collected a gun.

Move R and the forcefield will have been switched off (if you have the spanner). Go U, L, U, R, D, L, D, R and destroy the three–headed dragon with the gun. To go through the door you must have a key and you'll find yourself with a mask on. The game now turns into a shoot–'em up.

All you have to do is keep moving R and shooting the things that come at you from all directions. Especially beware of the killer spikes that come up from the ground. When (or if!) you arrive at the giant crab monster, hit the pincers above and below the eyes until it blows up.

If you have the second key you'll now be outside again. Keep moving R, hitting the pillars for extra lives. Beware though, when pillars come in sets of two the first one gives you extra lives and the second one will take them away again. Not fair!

At the end of your marathon run you should encounter the giant (I mean GIANT!) dragon. Kill it and you've completed the game! Simple!!

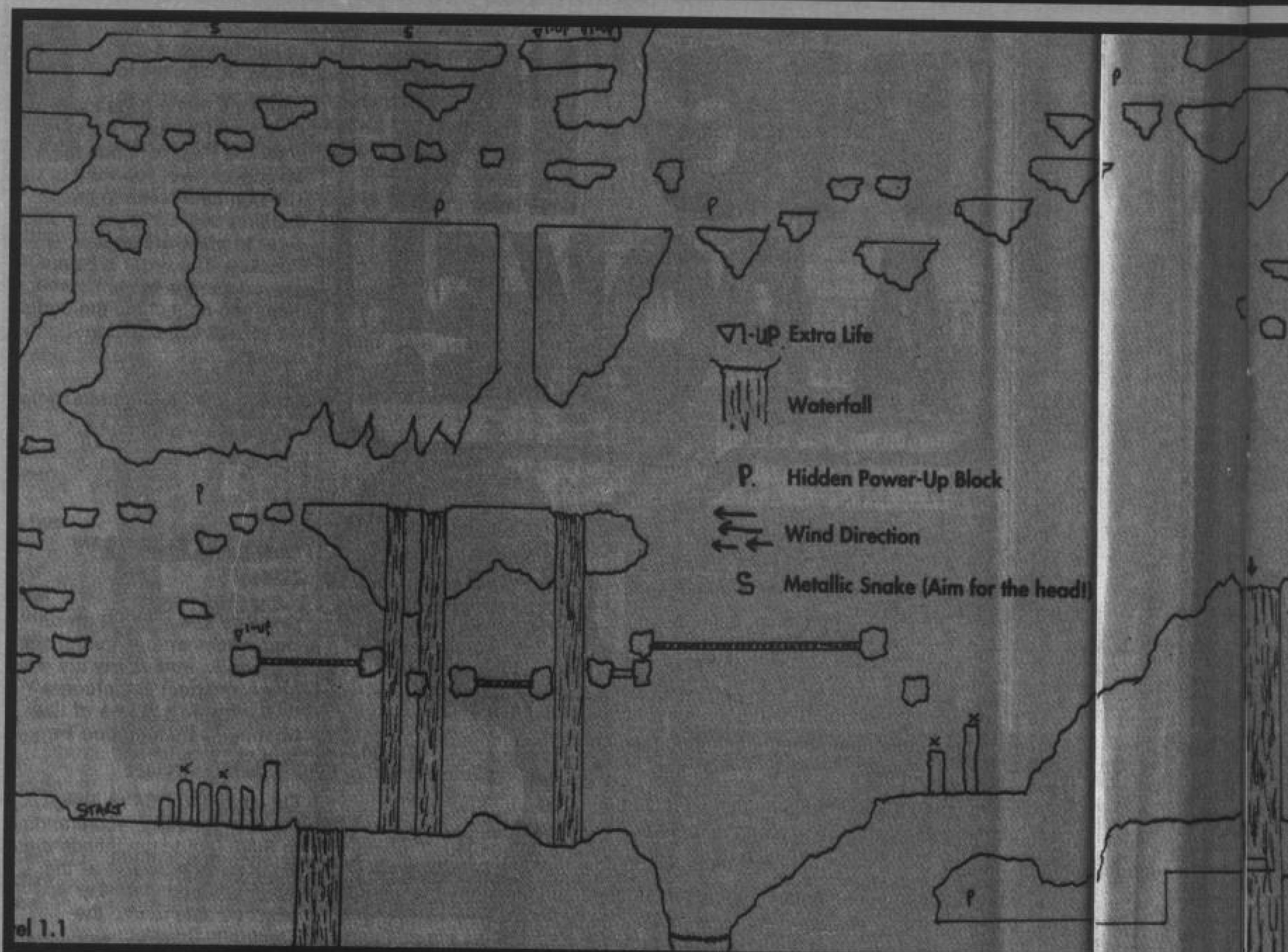


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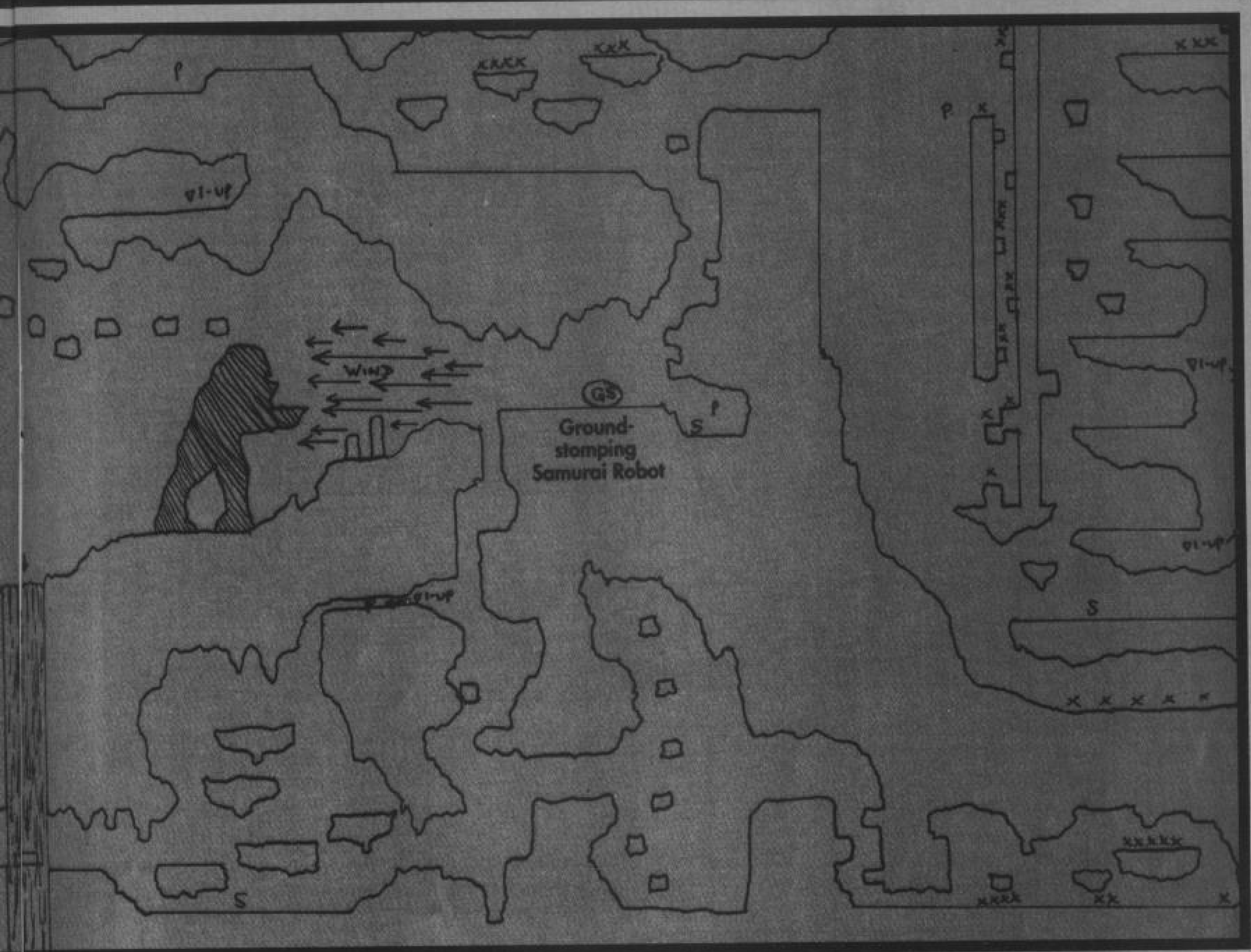
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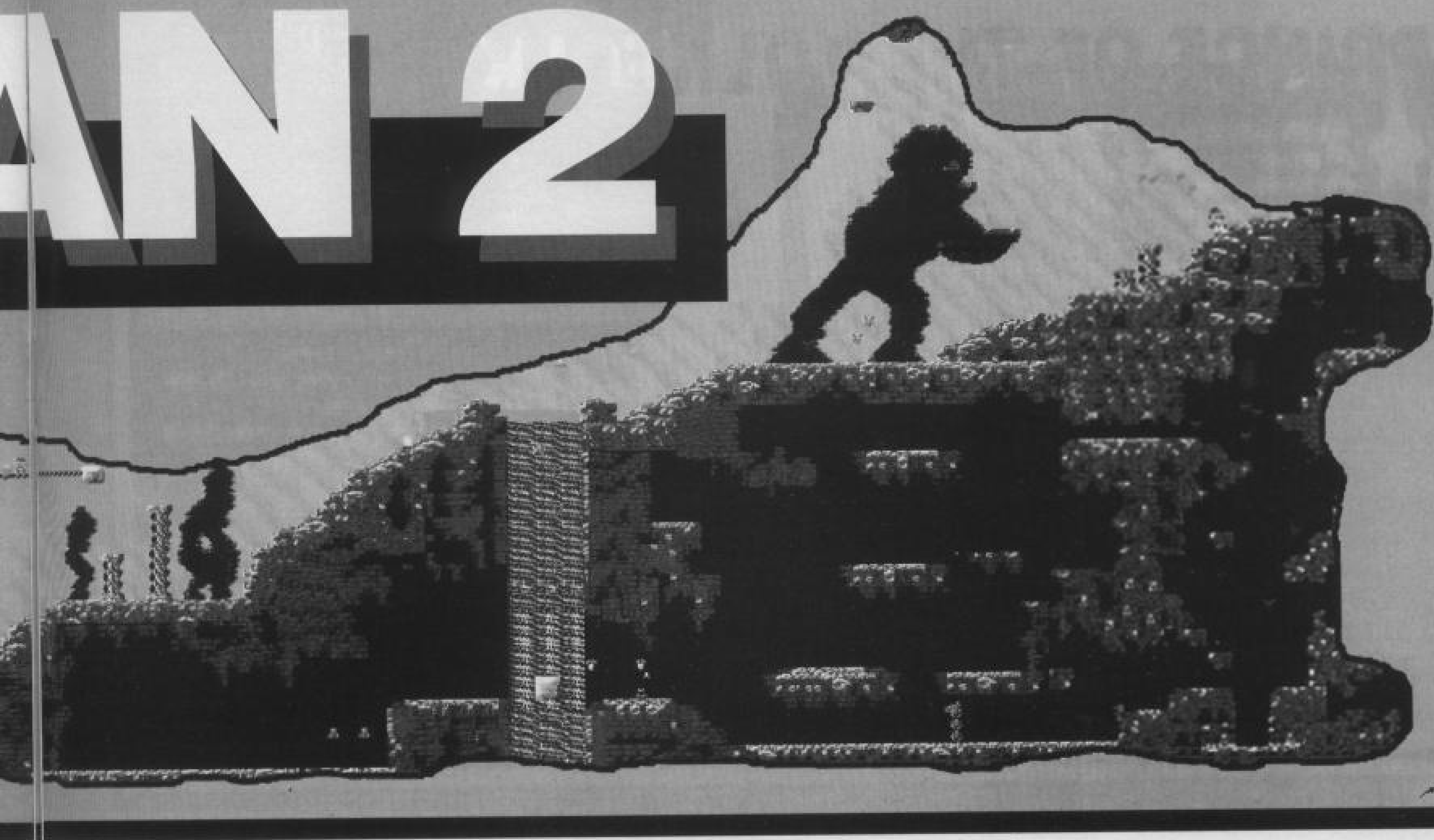
TURRICA

World one





AN 2



Turrican 2

If it's colourful graphics you're looking for, you can't do much better than *Turrican 2* from Rainbow Arts. It's a masterpiece in the graphix department, and because I'm such a nice bloke, I've mapped the whole of level 1.1 to show you what I mean. Here are a tips on the big monsters, too!

Level 1.1: SAMURAI ROBOT

Killing this git should be an easy task with a little practice. First use energy lines to soften him up a little and follow that with a blast of the Super Weapon to keep him occupied. If he's still going, use the surround/lightning blast and aim for the head; power-up weapons help to finish him off. Once through this there's no end-level baddy, just exit the level.

Level 1.2: SKULL ROBOT

A traditional end-of-level baddy with a nasty line in throwing out walker after walker while firing bouncy laser bolts. Novel, I must say.

Learn the firing frequency of the laser bolts and where they hit as they get nearer and nearer. Leap forward just before the bolts come out and you should get over them. The walkers are a problem but nothing that a few simple jumps couldn't sort out.

The Super Weapon can be used at any time to give Skully something to think about but you'll need well-aimed head shots to finish him off. Energy lines are a good follow-up weapon. No sweat, this one.

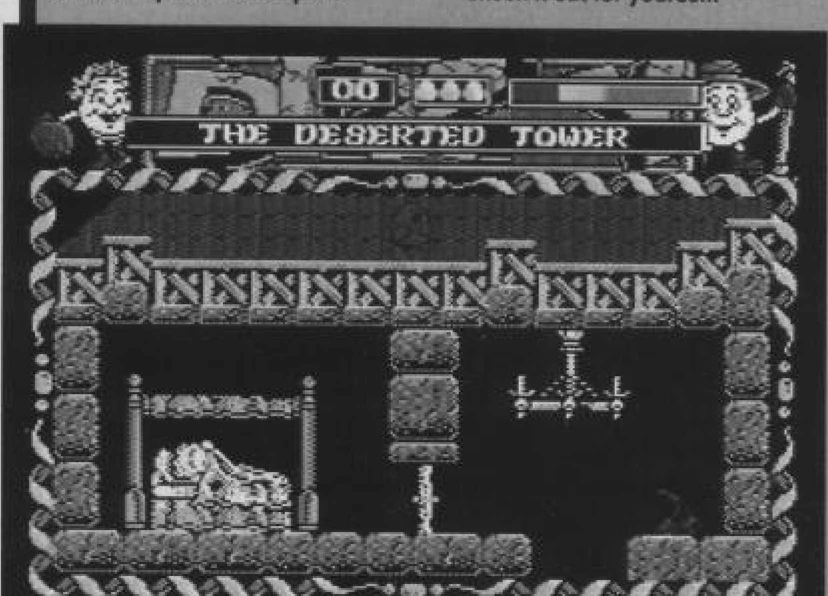


Dizzy

PRINCE OF THE YOLKFOLK

That little yolky bloke has still got lots of you stuck with this adventure, hasn't he? Mainly because the solution I printed a couple of issues back only had 19 cherries in it and you need 20 to complete the game! Here's a list of all the cherry positions so you can check it out for yourself.





1. A Few Trees
2. Trapped
3. Top Of The Hill, hidden under cage
4. Hillside, behind rocks
5. Enchanted Forest, hidden under railing
6. Enchanted Forest, hidden under Pogie
7. Hillside, through secret passage
8. Castle Ramparts, on roof
9. Castle Ramparts, on steps near bat
10. Fluffy Cloud
11. Tower Drawbridge, under rosebush
12. Edge Of Tower
13. First Landing, under tile near edge of screen
14. Inner Sanctum, under strange mechanism
15. The Deserted Tower
16. Double Trouble
17. Castle Gardens, under stone
18. Castle Gardens, under clump of grass
19. Enchanted Treetops, under railing — jump right from first step platform
20. Castle Drawbridge, under clump of grass near edge of screen

Potsworth & Co

★ That potty dog's still sniffing around the desks here at CRASH. If he does anything nasty on the floor he's going to get a boot up his backside! To tantilise your tip buds, here are a few tips. Oh, and by the way, the game has no *Sonic The Hedgehog* bits in it at all, honest!

CAVE ZONE

● You play the loudmouthed little girl in this zone and have to shout at your enemies to pop them off the platforms. The thing to remember is you can walk through some of the border graphics; they're not all solid. Many of the items that must be collected are hidden in this way.
● Switches control all lifts and barriers. They also affect some spikes and enemies.
● Certain enemies cannot be killed. Jump on a crate and let them walk under you.
● If a gap looks too small to walk through, try crawling on your hands and knees.
● Collecting the megaphones increases the shoutability of the little dear!
● Trapdoors crumble underneath your feet when you tread on them. This can be useful for getting to the exit in double-quick time.
● Near each lift there's a button. Jumping on this activates the mechanism but you'll have to be swift to catch the lift going up. Find yourself a crate and throw it onto the switch to activate it permanently.
● Use a similar method to activate the conveyor belts but watch out for low-hanging machinery!
● Beware of toy robots, walkin' pop guns and pygmy bats!

SUPER ZONE

● A quick change in a phone box and Nick becomes Super Duper Man, complete with cape and underpants over his tights!
● Activate the swinging girders in the same fashion as the lifts. Jump on and you can swing to you heart's content (or until you fall off!).
● When you're beneath a pipe all you have to do is press up or down to zoom through it — very Mario, I don't think!
● To complete the level you have to collect the magic poppy,s situated towards the top-left of the level.
● Getting the knack of the double jump is the key to success. Practice as much as you can but remember, you have limited time.
● Beware of nosey parkers and chainsaws!

CANDY ZONE

● The smelly hound himself makes an appearance in this sickly sweet zone.
● Watch out for candy canes, giant ice lollys, chocolate mice and the custard sea (dogs aren't very good at swimming in custard).
● Giants cakes act as small platforms and can be used for crossing seas, but beware! If you stand on them for too long they'll sink into the lumpy liquid and make a rather nice trifle!
● Sherbet fountains are useful for reaching higher platforms. If the woof stands on them just as they're about to blow, he'll be catapulted much higher than a normal jump.
● The cocoa beans are a bit tricky to catch. Some are positioned so you have to make a pixel-perfect jump to grab them.

RAINBOW ZONE

● It maybe called the Rainbow Zone but it's all in glorious black and white!
● Carter's a wicked artist because whatever he draws comes to life! Moving up and down the level is a piece of cake because he can simply draw platforms to jump onto!
● To get past the electric barriers Carter must build a platform on the switch which will make them drop.
● Cloud platforms are tricky customers because they drop out of the sky shortly after you land on them.
● To reach high places, bounce on the trampolines!
● Look out for butterflies, wellington men and flying umbrellas!

CARNIVAL ZONE

● Yippie! The carnival's in town and there are loads of rides to have fun with!
● The mode of attack for Keiko, the hero, is to drop stars out of the back of her hoverboard. These hang in the air for a few seconds before disappearing.
● When operated, the Big Wheel rotates around a central point. You can use the carriages to get across the gap.
● The Pirate Ship swings from left to right with a single carriage. You have to use it to cross the gap because you can't fly!
● Waltzers and Dodgems move about at high speed. Timing's important as the floor they run on is electrified!
● When the Cable Cars and Log Flume have been started they go off on a little trip. If you don't jump on them straight away you'll have to wait!
● Look out for hot dogs, killer clowns and mutant candy floss — it's nasty stuff!

Lords Of Midnight

A classic adventure game that's had hundreds of players addicted over the years. It even appeared on the CRASH Powertape a few issues back so you could all experience it first head (missus). To help you out here is the complete solution.

Guiding the Lords

LUXOR Send him NE on the first day and E on the second, and recruit Blood. Move him E to the citadel of Maraketh and recruit him, then send Luxor N around the mountains, to recruit Heiath at his keep.

Move E between the mountains of Kumar to the citadel of Kumar to recruit him. Now head S, SE to the keep of Utarg. Head S around the side of the forest of Dregrim to the keep of Trorn. To finish his journey, move Luxor to the citadel of Xasokith.

MORKIN On the first day send him N, W, NW, NE and recruit the Lord of Shadows. Move Morkin N up a passage between the mountains of Ashimar (to the west) and the mountains of Dodrak (to the east). Keep going until you see a tower to the NE in the mountains of Dodrak. Go to the tower and recruit Farflame at the ruin.

Under the protection of Farflame, move NW onto the downs of Mirrow and N to the edge of the forest of Lothoril. Enter the forest and recruit Lothoril at his keep. Now move N out of the forest and NW to the citadel of Gloom (you cannot recruit Gloom) and stay there until after the battle of Xajokith along with Gloom, Farflame and Lothoril.

ROTHORON Move him SE to the keep of Brith (about 2–3 days' travel) and recruit Brith. Move E then NE to Mitharg and recruit him. Go E to Lith and then S, SE to recruit Morning at his keep. Send Rothron NE to the citadel of Dawn before finishing at Xajorkith, ready for the battle.

CORLETH On the first day, send him SE, SE, S, S, S and W to the citadel of Gard to recruit him. Go SE to the bottom of the land and start moving E towards Xajorkith, recruiting Rorath and Thrimrath the Fey as you go.

At Xajorkith, send Corleth N to the keep then NE, E to the forest of Dregrim and Lord Dregrim at his keep. Go N to Ithron then W to the forest of Dreams and the citadel of Dreams. Wait here until the end of the battle of Xajorkith.

LORD BLOOD When recruited move him SE to recruit Lord Shinkrath.

LORD OF SHADOWS Get horse for him just North of the forest edge then get him to recruit Thrall.

The Battle Of Xajorkith

Xajorkith is the major citadel of the fire and all of Doomdark's troops eventually come to attack it as it is the first half of Doomdark's victory. Thus Xajorkith must be defended.

For over 40 days Doomdark's troops will arrive and attack with the battle beginning about day 16 and ending about day 60. With all Lords at Xajorkith as above you can come out of the battle without a single loss of life! Don't try to put more Lords in as the citadel won't be able to hold them.

Morkin's Victory

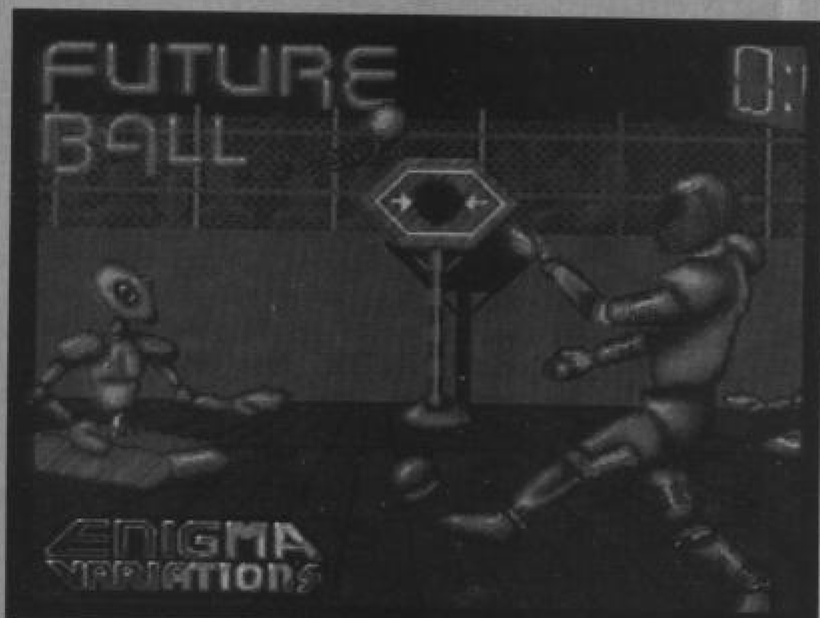
This can be achieved by sending Morkin to the Tower of Doom to seek the Ice Crown then standing next to Farflame, Fawlkein the Skulkrin, Lorgrim the Wise or Lake Mirrow. Fawlkrin stands at the Moonhenge while Logrim stands at his tower.

Military Victory

After the battle of Xajorkith, move all the Lords to the citadel of Dreams. The rest are invigorated. Now attack and take the citadel of Ushgarak to win.

SAM Special

There've been some wicked games on the SAM recently, showing exactly what the computer can get up to given half a chance. Here's a round-up of every SAM tip and cheat I could get my hands on. Rave on, SAMettes!



FUTURE BALL

Enter your name as HAPPY on the high score table and you'll be able to go the top challenge from the beginning of the game.

DEFENDERS OF THE EARTH

Enter your name as '....DAB' and you'll be blessed with infinite energy when you start the game.

FOOTBALL DIRECTOR 2

When the game loads, it asks whether you want to load an old game. Press Y and it says tape or disk. Press whichever and it asks you to insert disk or tape. DON'T! Just press C and you should be Manchester United at 11th place in Division One! You have an improved ground and £847,563 in the bank. Sure beats bottom of Division Four!

KLAX

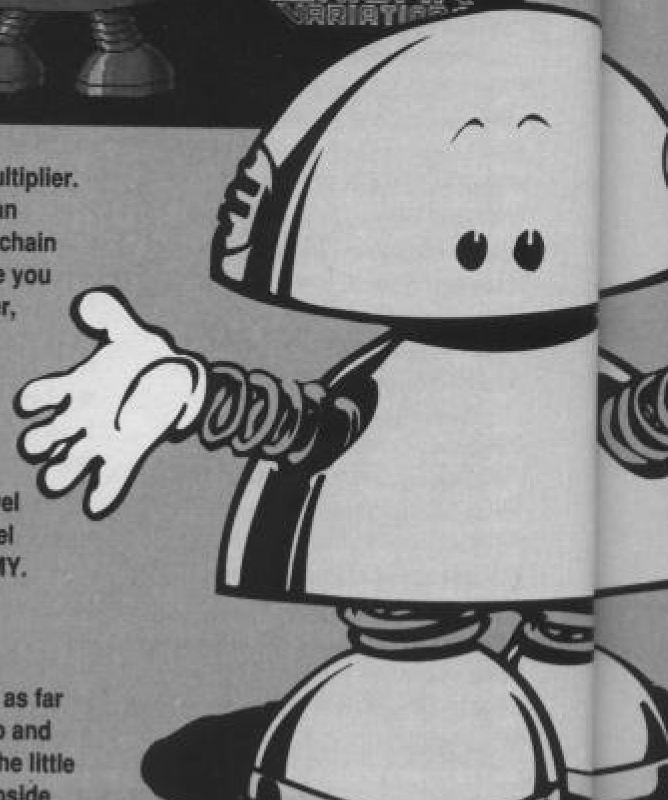
To advance to the next level in this wild game of tiles (?), all you have to do is pause the game and press N!

● The main objective is to score ridiculously high points from mega–klaxes. You won't do this by going for the boring three vertical klax — use this as a last resort. The more tiles you have in the klax, the more points you earn for it. Diagonal klaxes also get a point bonus.

● You may wonder how to get klaxes of four tiles or more if the computer scores you a three when you plonk the third on. One solution is to put two tiles down and then start to create a horizontal klax starting on top. Put two more tiles above the first two then complete the horizontal klax and hey presto! A four tile klax scoring you mega–points!



● The key to success is understanding the score multiplier. If you're really clever you can arrange the tiles to cause a chain reaction of klaxes. The more you can score one after the other, the higher the score will soar!



PIPE MANIA

The first four codes are: Level 7–DISC, Level 13–CHIP, Level 19–MAGS and Level 31–SAMY.

SAM STRIKES OUT!

From the start screen, move as far left as possible then jump up and press F9 at the same time. The little SAM character should flip upside down and have infinite everything (madam)!

HEXAGONIA

Here are some lovely little passwords to help all you thickies out there who can't get off level one of this great game! The first batch are for the simple version and the second for the mega-hard full game! Thanks to Matthew Bridges of Oxford and Chris Dodd of Bristol.

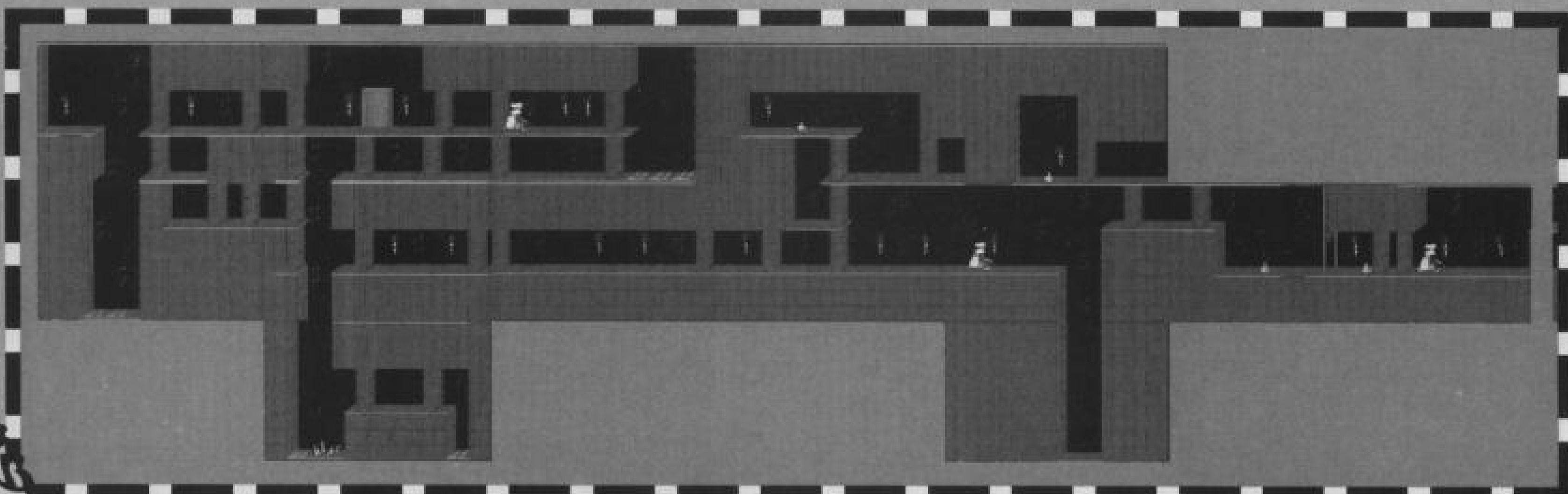
Easy

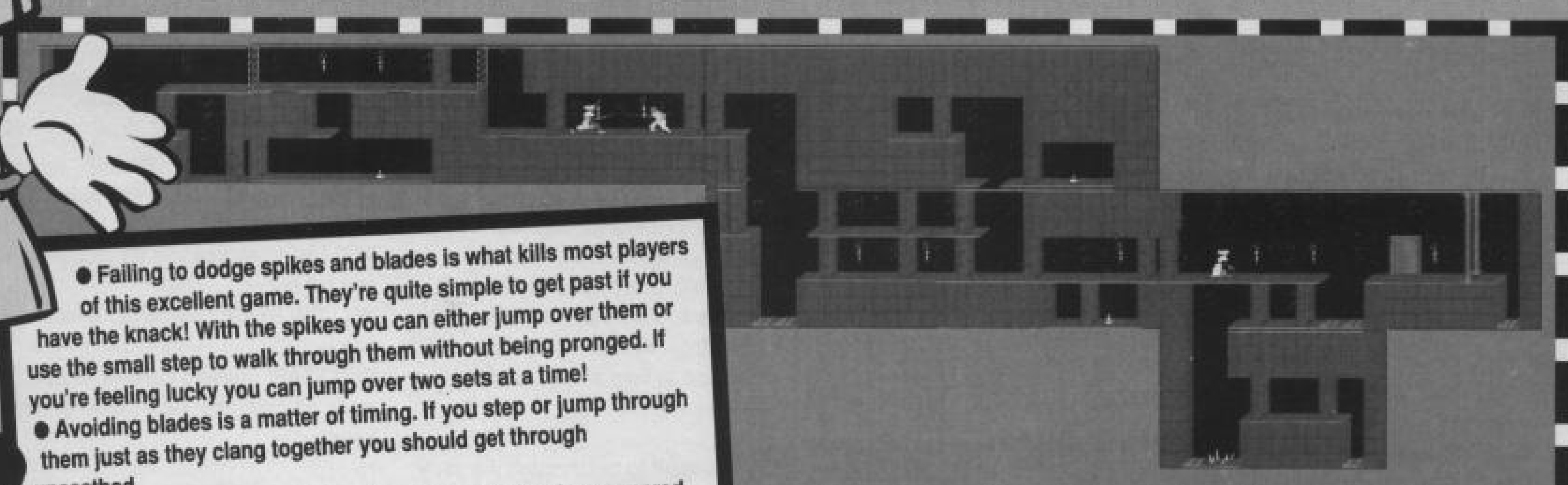
Level 1 - NONE
Level 2 - ALTERNATE
Level 3 - BALLISTIC
Level 4 - CYCLONE
Level 5 - DOLBY B
Level 6 - ELFIE
Level 7 - FOREIGN
Level 8 - GOLDEN AGE
Level 9 - HIGH SCORE
Level 10 - INVISABLE
Level 11 - JABBA
Level 12 - KNOCKOUT
Level 13 - LIMITED

Hard

Level 1 - NONE
Level 2 - MAGICAL
Level 3 - ATOMICS
Level 4 - FANTASY
Level 5 - KHAZAD DUM
Level 6 - DISASTER
Level 7 - SYMPHONY
Level 8 - X RAYS
Level 9 - LEVEL 9
Level 10 - BLAH BLAH
Level 11 - DUNGEON
Level 12 - AUTOGUN
Level 13 - ILUVATOR
Level 14 - D SIGN
Level 15 - UTOPIA
Level 16 - AY MUSIC
Level 17 - DIABOLUS
Level 18 - OXYGENE
Level 19 - SCRAMBLING
Level 20 - UNIVERSE
Level 21 - DAMERON
Level 22 - CATHEDRAL
Level 23 - STEALTH
Level 24 - HELLOWEEN
Level 25 - DIGITAL
Level 26 - ABAQUAR
Level 27 - THRILLER
Level 28 - SMASHING
Level 29 - AGONIA
Level 30 - CHRYSALIDS
Level 31 - BUG BYTE
Level 32 - ERIDANUS
Level 33 - DETONATION
Level 34 - FIRE WORX
Level 35 - AAAAARGH
Level 36 - GHOSTBUST
Level 37 - COMPACT
Level 38 - BAD DREAM
Level 39 - OOPS UP
Level 40 - BREAKDOWN
Level 41 - WARRIOR
Level 42 - TERRORPOD
Level 43 - VALTARUS
Level 44 - THE AMIGA
Level 45 - DESTINY
Level 46 - SKELETOR
Level 47 - CRYSTALION
Level 48 - THUNDER
Level 49 - WIZARDS
Level 50 - DOOMSDAY

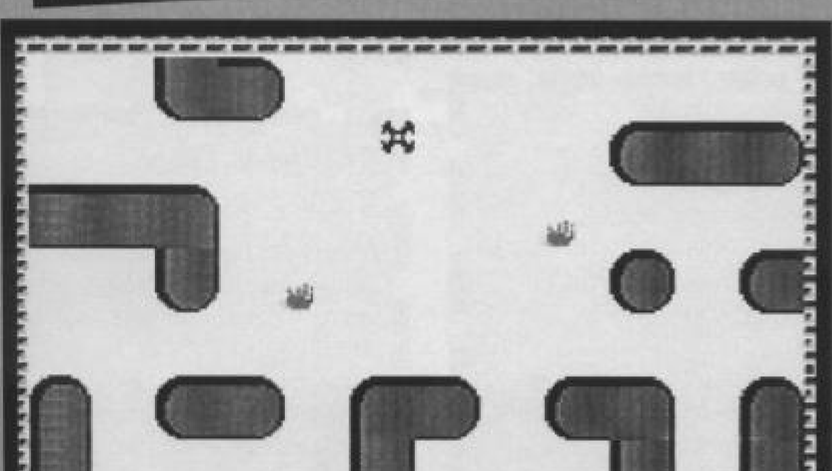
Prince of Persia



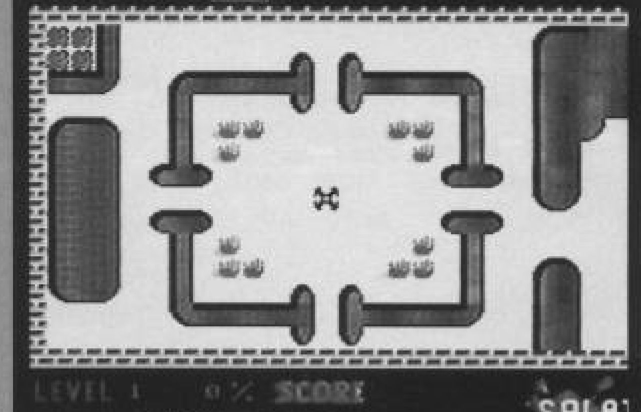




- Failing to dodge spikes and blades is what kills most players of this excellent game. They're quite simple to get past if you have the knack! With the spikes you can either jump over them or use the small step to walk through them without being pronged. If you're feeling lucky you can jump over two sets at a time!
- Avoiding blades is a matter of timing. If you step or jump through them just as they clang together you should get through unscathed.
- Fighting guards on the SAM version is a piece of cake compared to others. If you wait until the chubby bloke makes a move toward you then jab at him, you'll hit him every time. If there's something like a loose slab or hole between you and the guard, just stand and wait. The nutter will approach you and fall, killing himself!
- Most of the skeletons are just dusty piles of bones, but watch out for the one on level three! You can pass him once but meet him again and he'll come to life — spooky!
- Not a lot of people know this, but if you jump from the right place you can jump through every portcullis in the whole game! It's true! Try it out for yourself to discover where to jump from.



Splat!



Here's a quick listing for that brand new SAM game by Colin Jordon, *Splat!*, hacked to bits by Luke Trevorrow of Liverpool. Take it away, Luke...

```
10 REM INFINITE LIVES POKE BY LUKE TREVORROW
15 REM CRASH TIPS SPECIAL
20 BOOT 1: REM Only needed if DOS not loaded
30 DPOKE &5a3e,0: DPOKE &5a36,0: POKE &5b41,1: DPOKE &5ae0,0: OPEN TO 5: CLEAR 16384*5-1: MODE 4: FOR Q=0 TO 15: PALETTE Q,0: NEXT Q
40 MERGE CHR$ 21+CHR$ 17 +"SPLATRUN"
50 KEYIN "9070 IF NOT LV THEN LET LV=1": KEYIN "9145 IF NOT LV THEN LET LV=1": KEYIN "9420 IF MFLAG THEN POKE TUNE,1: POKE &34001,0": KEYIN "9445 IF NOT LV THEN LET LV=1"
60 GOTO 10
```

Rainbow Isla

RAINBOW ISLAND 1: Insect Island

Caterpillars: Go left and right for a while then home in on you. Quite easy to kill.
Flies: Just fly left and right. Get level with them and fire.
Lady Birds: Kill them before they reach the bottom of the screen or they home in on you.
Spiders: Fast moving little buggers these, kill them quickly or they home in on you.

Round 1: Go as fast as you can, remembering to collect all the magic and high-scoring objects.
Round 2: Be a little more careful on this round as it's the first level to feature fly generators. Kill them for a high-scoring or magic object.
Round 3: Collect all stars, diamonds, fly generators and magic objects. There are tons of these things on this round. By the end of the round your score should be well over 65,000. Kill ladybirds quickly.
Round 4: Kill all spiders as quickly as you can or you may lose a life. As usual, collect all magic and high-scoring objects.
The Big Baddy! Giant Spider: Stand just right of the lowest platform on the left. If you stay there, he should bounce either side of you. Shoot at him when he's either side of you.

RAINBOW ISLAND 2: Combat Island

Trucks: Move along platforms and fall off the edge onto the next one. Always move in your direction.
Tanks: Move left and right on the platforms, firing at you.
Cannons: Move left and right and fire bombs.
Planes: Fly left and right and drop bombs on your head.
Helicopters: Just fly left and right.

Round 5: Look out for kamikaze trucks and tank fire. Use cheat one if you want - it's easier. Go as quickly as possible.
Round 6: Keep a sharp eye out for cannon, as they're usually quite hard to spot. Kill all baddies as quickly as possible.
Round 7: Be careful not to be hit by bombs dropped by planes. Use cheat one for most of the level.
Round 8: Go carefully and slowly or you may not make it. Shoot all planes and helicopters. Collect all high-scoring objects but don't bother about low-scoring ones, they're a waste of time.
The Big Baddy! Giant Copter: Fire lots of rainbows and when he's on the edge of them, destroy them. This will take away big chunks of his energy. Keep repeating this until he pops his clogs!

RAINBOW ISLAND 3: Monster Island

Small Flying Monsters: Kill them before they turn into...
Big Flying Monsters: Fly about firing lightning at you. Just blast 'em!
Bouncing Monsters: Bounce in your direction, make sure they don't jump on top of you.
Robot Monsters: Walk backwards and forwards and fire at you. Shoot them quickly but don't rush.

Round 9: Kill small flying monsters quickly or suffer the consequences. Go slowly and kill as many as you can. For all the monsters you'll need at least double rainbows and fire them fast.
Round 10: Little different from the previous roun, but you can take this one a bit faster.
Round 11: Try not to make stupid mistakes. Kill all the bouncing monsters quickly. This round's quite hard but if you can get through rounds nine and ten you should make it.
Round 12: Take your time but watch out for the bats. Don't miss anything out: try to kill all of the baddies on a platform with one shot.
The Big Baddy! Dracula: As soon as you reach him, jump onto the furthest middle right platform. Face Dracula and fire loads of rainbows. When he moves a bit closer, jump on them and he should die.

★ The Number One Spectrum game of all time and it's just been rereleased for the umpteenth time by The Hit Squad! I just love it, but it can get a bit frustrating. Here are all the tips I could find to help all you rainbow addicts.

- If you want to get through the early levels quickly, hold down left or right and jump, then tap at the rainbow fire button when you reach the edge of the screen. Repeat this with the opposite direction pressed.
- At the top of each level, fire loads of rainbows and destroy them; this will boost your score.

Magic Objects

YELLOW POTION: Makes your rainbows fire faster.
RED POTION: Increases the number of rainbows fired with a key press, to a maximum of three.
RED SHOE: Makes you run, jump and fall faster.
YELLOW STAR: Low-power smart bomb.
RED STAR: Delivers parcels really really quickly. Errr, high-power smart bomb.

Normal Objects

DIAMONDS: Collect them for BIG points.
YELLOW FLOWERS: 40 points.
WHITE FLOWERS: 50 points.
LEMONS: 50 points.
LEAVES: 60 points.
BLUE COCKTAILS: Mega points.
RED CAKE: 100 points.
GARLIC: 10 points.
CROWNS: 100 points.
NECKLACE: BIG points.
END-OF-LEVEL OBJECTS: 500 points.

RAINBOW ISLAND 4: Toy Island

Bouncy Boxing Gloves: These act in the same way as the skeletons on Monster Island.
Spinning Faces: These spin around the island at random. Watch for them coming from the top of the screen.
Spinning Coins: These just spin from left to right and are easy to kill.
Giant Faces in Circles: These bounce around at random but very soon home in on you.
Water Pistols: These move from left to right firing water at you. Kill them just after they shoot.
Telescopic Tweezers: These are easy to kill. Just jump up behind them and shoot.

Round 13: Watch out for the boxing gloves and spinning faces. Try to shoot them straight away.
Round 14: This has all the baddies of round 13 but has extra giant faces and water pistols.
Round 15: This round also has telescopic tweezers. You need to watch out for the giant faces when there's a large area of sky. Try to stay in the middle.
Round 16: This is much the same as round 15, but watch out for boxing gloves landing on your head.
The Big Baddy! Giant Face: As soon as you get here, stand under the middle platforms and fire loads of rainbows. When he goes through them, jump on them. This should waste him. Turn round and do the same again. Continue until he's dead.

RAINBOW ISLAND 5: Doh's Island

Diamonds: These come in top of screen and go out bottom, but go through platforms and destroy your rainbows.
Everything else on the island does pretty much the same thing: bounce around the screen getting in your way. These are spinning cones, spinning cubes, spinning pyramids, spinning balls (oo-er) and spinning things that are

nds

RAINBOW ISLAND 6: Robot Island

Normal Robots: Walk from left to right firing at you.
Flying Helmets: Fast-moving critters that home in on you. Blast them.
Bouncing Screws: Move the same way as the boxing gloves on Toy Island.
Spinning Spanners: Spin around the island trying to kill you.
Bolts: These move left and right, falling off the edge of platforms but homing in on you after a while.

Round 21: Watch for the helmets coming down on top of you. Try to stay in the middle of the screen as there are less enemies
Round 22: Keep a sharp look-out for the bolts and shoot them quickly or they'll home in on you.
Round 23: Watch out for the three helmets who attack you right at the start. Go to the left, turn around and blast them.
Round 24: Watch out for the helmets and spanners on this level, otherwise it's easy.
The Big Baddy! Giant Robot: Stay in the middle, facing right and fire loads of rainbows. When he's on the edge of them, jump onto them and he should be destroyed.

Magic Objects

Red necklace with dot at the bottom: Wherever you jump, stars fly off in all directions.
Blue necklace with dot: Get this and weird stars fall from the sky, killing baddies.
Small Leaf: Makes a spinning thing fly around you.
Yellow Box of Wings: Makes you grow invincible for a short length of time.
Cup of Destruction: Kills everything in sight (except you!).



RAINBOW ISLAND 7: Dragon Island

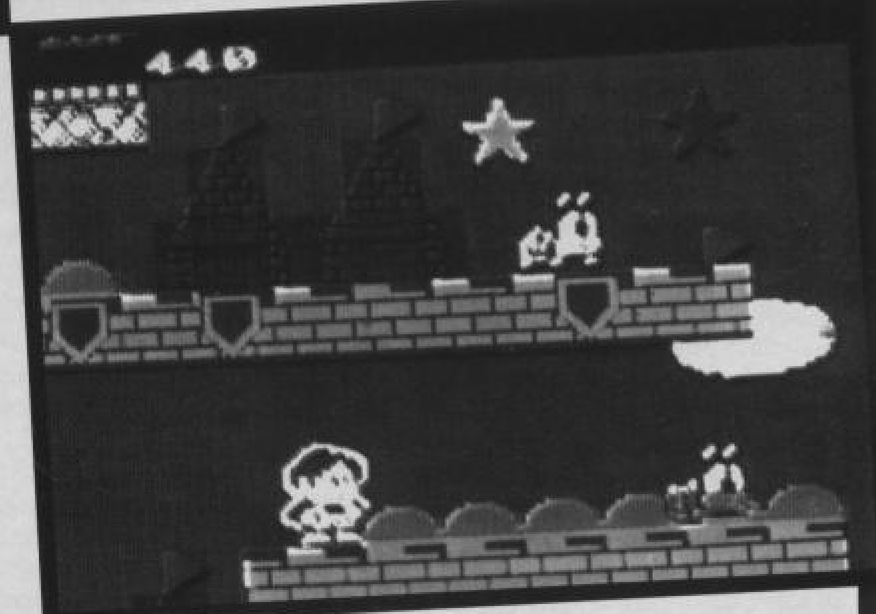
Bouncing Knights: Move the same way as boxing gloves and screws.
Dragons: Fly through platforms firing shots at you.
Mr Potato Heads: Walk left and right firing at you.
Blobs: Move left to right, falling off platforms until they get to the bottom.
Ghosts: Just drift around the screen being ghosts(!)
Walking Knights: Same as the potato head men.

Round 25: Watch out for the dragons at the start of the round. You can block their shots with rainbows.
Round 26: At the start of this level some blobs will fall on you if you're not careful. Try to avoid them.
Round 27: The bouncy knights and dragons are a pain in this round. Stay to the right to be ready for them.
Round 28: Go quite slowly and kill as many enemies as possible. You needn't bother killing the blobs.
The Big Baddy! Giant Dragon: As soon as you get here, jump onto the lower-left platform and fire, facing the dragon. When he shoots at you, jump on the rainbows and over him to the right of the screen. When he shoots at you again, run under him and turn around. Fire lots of shots and when he goes down so his head can be seen, jump on the rainbows. This should kill him.



......STOP PRESS......
Well it looks like it's time to say goodbye folks! It's been a nice eight years and the CRASH team hope you enjoyed it as much as we did. See ya! (Now who's coming down the pub? — Nick).

impossible to describe.
Round 17: This round features the cones, cubes and pyramids. You need to look out for them because they blend in with the background.
Round 18: This round features the things in round 17 but also the undescribable objects. Don't bother trying to shoot them all; there are too many and it's too hard.
Round 19: The extra enemies are the balls and diamonds. A good way to do this round is to stay at the right-hand side in the section numbers — but watch out for those diamonds.
Round 20: There are no extra baddies here, but it's better to try and get to the top as quickly as possible, avoiding things instead of shooting.
The Big Baddy! Doh: Doh just sits at the top, firing waves of diamonds. Stand just to the left of him. When he fires diamonds, run over to the right, jump up and fire at him. As you land he'll fire more diamonds so repeat this, but going in the opposite direction. Repeat until he's dead.



Last Ninja 2

You've all been screaming out for tips on all the terrific rerelease games that have been bouncing around the Speccy scene and as your wish is my command! Here's the complete low-down on The Hit Squad's *Last Ninja 2*.

Level 1

Go behind the curtain and punch the box which flashed as you entered. Return to the first room and fall down the open trapdoor, which will leave you in a room with a key in it. Pick this up and leave.

On the next screen, leave by the bottom to find a room with a box of shurikens. Take them. Go through the gap in the wall and you'll see the knife juggler. Get past him and into the next room. Throw a shuriken at the man here and pick up the map, then climb the wall bars and leave by the left of the screen.

Jump gaps and pick up the pole then jump back into the last room. Walk backwards onto the wall bars and you'll climb back down. Leave and go back past the juggler. In the next room leave by the right-hand exit.

Go through the gap in the wall and be ready to throw a shuriken at a man. Pick up while in the women's toilets, go back to the hole in the wall and leave by the top exit. Step through the gap in the wall, throw a shuriken at the man and pick up in the women's toilet again. Go out and pick up at the hot dog stand. Leave by the top exit and you should be at the gate location

Go to the middle of the gate while holding the key, pick up and exit through gate. Jump river by using the boat as a stepping stone (this needs practice) and leave. In the next room there are bees; avoid them and go up the winding path. Get to the middle of the path then run and jump onto the island.

Go to the bushes and poke the boat with stick; it should move away. Get onto the bottom edge of the island, run and jump back onto the path. Now cross the river by using the boat and leave the park to access the second level.

Level 2

Leave by bottom exit and cross road when lights aren't flashing. Cross the road again in the next screen and run along the street for two screens. Pick up the hamburger and go into next location to pick up the bottle.

Cross road and follow pavement around until you come to a dead end. You'll see an open door; pick up while you're in this. Retrace your steps to the 'eats' shop and cross the road. Follow the pavement around into the next screen, go around corner to leave by the bottom exit.

Pick up a hot dog and keep on running in the same direction. You should enter a screen with a manhole cover in it. While you're holding the object from the open door, pick up when on the manhole cover and fall down the hole to access Level 3.

Level 3

In the first room, ignore door and leave by top exit. Go through door into next screen and stay close to the wall, leave by door. Pick up key and leave by door.

Stay on paving stones nearest door, run and jump the gap into next room. Be careful in this room as the hole you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man. Follow the pathway around the outside into the next room. You'll see a grate; use key on this and walk backwards down hole.

Walk into the next location and leave by the farthest exit. Walk through next screen and into the screen after it, leave by middle door. Don't use the doors here, follow the path around the side.

When you reach the next set of doors, use door nearest ladder. Run through next screen into one with an alligator. To get past it, go to its right-hand side and when it comes out, dash behind, entering the fourth level.

Level 4

Go through boxes at the top of screen and climb ladder on the next, returning to the first to pick up credit card. Follow the overhang around until you see a gap; enter this and pick up chicken leg off plate.

Retrace your steps to ladder and go down this backwards. Leave by top of screen and go around corner in the next. This takes you to a screen with carts in. To get past these go right to the boxes and run across the tracks. In the next location go around corner to where you'll have to jump electric wires.

Walk into the next screen, go around corner and you should be in a room with pillars in it. Jump from one pillar to another until you're on the one opposite the man. Move closer to him until he bursts into action, fight him.

Once you've killed him, jump onto the rest of the pillars and into the next screen. Go around the box here and into the next location, inside a building.

Leave by the right-hand side of the screen and you'll see a panther in the corner. Hold chicken leg and go to the panther. When he raises his head press 'pick up' and he'll start to chew. He'll get up and lunge at you — move away. The panther should have now moved forward so you can walk behind it into the next toom.

Kill the woman and hold the credit card. Go to control panel on the wall and pick up; the lift should come down. Get into it. Ready for Level 5...?

Level 5

Leave the first room and enter door in the next. In this room, pick up at the computer terminal facing forward and you should be given a number. Leave and follow the corridor around until you come to a room with two doors.

Enter first door and pick up the shuriken off the table, leave and enter the second. While holding the number, pick up at the computer terminal; a door will open. Enter this and you'll see a ladder in the next room, climb it and go through the door at the top. Go through door in the next room and you should see a giant fan.

This is tricky; you have to position yourself right up close to the fan so that you're not being blown away, then move to the far end of the fan shaft and throw a shuriken. The fan will stop. Move to the grate and pick up; the grate will pull away.

You'll be on a ledge, run and jump off the left-hand side of the screen onto another ledge, fight the man then go around the corner into the next screen. Fight the man there and climb ladder, avoid man in next room and leave by the top of the screen.

You'll see a helicopter. Go to very top corner of building and move about a centimetre to the right (tricky if your monitor's a different size to mine!), face the helicopter and pick up. You should now take off with the helicopter and access the sixth and final level.

Level 6

Drop off the helicopter onto the nearest pillar, then jump to the pillar on the slanting bit of roof. Walk left onto the walkway and into the next screen. Fight the man here and walk backwards into the skylight. You'll fall into the mansion.

Do not use door in first room but walk into second and use door there. Pick up the object from the wall and return to the first room and use door. In this room you'll see a hole in the wall. This is a dumb waiter (duh, wot soup?!). Enter the hole when you're holding the object from the other wall and you'll fall into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs.

If you do set the alarm off, go to room next to kitchen and pick up at the control panel in the bookcase. This turns the alarm off.

In the hallway at the bottom of the steps, look carefully behind plant, go through the door there and get through the barriers into the steam room. Open second door last and the steam will move so you can get past. Walk through next room and into the room with a giant star on the floor.

Pick up at the picture and this will reveal a wall safe, pick up and you'll have to enter a code. This is the code from the terminal in Level 5. The orb will now be revealed.

Lords of Chaos

The overall strategy behind the game should be the maximisation of your score during play. In this case ,points don't make prizes, but rather are used in calculating Experience Points, to allow the development of your wizard for the next adventure. Being brought up in the old school of roleplaying games, I'm very much at home with this concept — the more points you score the more powerful your wizard becomes.

Varying numbers of points are available for killing independent and Summoned creatures, as well as the computer-controlled wizard himself. Points are gained for escaping through the Portal with precious stones or Quest objects that can be collected on your travels.

Scenario One: The Many Coloured Land

Your wizard begins in one of the four buildings forming the corners of a large square. Torquemada (the computer wizard) similarly begins in one of these buildings. You can discover which one by moving the view around the playing area and locating the one with open doors.

Torquemada can prove to be a nuisance and therefore should be dispatched when the opportunity arises. To give your own wizard the greatest advantage, simply summon a couple of pixies (who just happen to be invisible) and send them off in the general direction of the enemy forces to keep an eye on things.

Summon a steed (a unicorn is quite good although its often safer to fly) and keep out of sight either by staying inside your own building or using it as a barrier.

Torquemada will summon lots of nasties including: two goblins, two centaurs, a troll, giant bat and two vampires, but these can be easily dealt with once he's dead.

When he comes in your general direction, ride your steed up to him summon some beasties of your own (three giant spiders are good as they can be used again) and bash his brains in!! One spider will normally be enough to finish to evil little toad. Expect to be attacked by Torquemada's hordes but don't fret — the giant spiders are a match for everything except the vampires.

If the vampires appear it's handy if you can summon a couple of spectres. Although they can't fly the vampires have to land to attack. Torquemada is never slow in using Magic Fire if given the opportunity!

With slimey out of the way, keep a couple of your spiders to hand and spread the rest of your minions out to search for a door key and four chest keys. The building in the middle with four locked doors contains — yes, you've guessed it — four treasure chests. A giant spider lurks inside and two more wander about outside in the forest (guarding the doors at each end). Your own spiders will easily put an end to these nasty pests. Gather up the treasure and split.

A word of warning: Torquemada's a bad loser, as are all the wizards, so it's not unknown for extra nasties to appear even after their demise. Any creatures that remain will head for the Portal in an attempt to stop you escaping so get your creatures there first.

Scenario Two: Slayer's Dungeon

In this adventure it's best to ignore Elbo Smogg until you're forced to deal with him.

In the underground caverns you'll find two rooms with locked doors. One room contains a chest key guarded by two vampires — the other contains a treasure chest, on an island surrounded by lava and guarded by a Demon. In the chest is the Slayer, among other goodies.

The quickest way to gain the Slayer is to summon a steed and head for the room with the chest key. Although the door key's hidden somewhere in the dungeon (the position is random), you don't actually need it as a Third Level Magic Fire spell will incinerate the door. Summon a couple of Spectres and send the vampires back from whence they came!

Hopefully on your travels you'll find a cauldron and crystal. If not, go and look. Head north until you come upon the room immediately south of the one with the lava ring in it. Before entering, knock up an Invisibility Potion and drink it.

Enter the room and teleport to the other side of the wall, ie, into the room with the lava ring. Use your key to open the chest, take what's inside then teleport back again. (The Demon won't bother you as you're invisible!)

A lot of rooms contain invisible beasties so if you enter a room don't hang about too long — or else! You'll bash into some invisible nasties in corridors as well. Although these can be killed they'll generally leave you alone if you bypass the square they're sitting on.

By this time the Portal will normally have appeared and good old Elbo Smogg will have gathered his forces to defend it. (The Portal aways appears in the big clearing dissected by the lava river). If you've been thinking ahead you've probably got your spectres here already and the fight will have begun.

If not, approach with care, as Elbow Smogg is very fond of the Gooey Blob spell. The nasties in this case will include two giants, a troll, two centaurs, a gorilla, giant bat, two crocdoiles, a spectre and two demons.

Hopefully you'll be able to kill everything in sight with your giant spiders (again), the spectres and a couple of your own demons.

Scenario Three: Ragaril's Domain

One of my favourite scenarios, Ragaril's Domain has lots of nice touches. Your wizard starts in a small room in the bottom left of Ragaril's stronghold and basically you should try and move to the right and up until you reach the room with the wooden floor (rop right).

At this point you can access the large square, middle room and deal with Ragaril the sneak. Until this point you won't see Ragaril as he's too cowardly to face you himself. However he'll continuously send his hordes through the one-way teleports to slow your progress.

Begin by sending a pixie (on a steed) and a spider (as escort) northwards along the corridor, and then right at the top. The second room along contains a door key. Look out for the trap (tangle vines) that's triggered if you cross the middle square of the alcove with the candles, stationed along this corridor. Avoid it by simply avoiding the middle square!

Heading east then north will initially bring you to a room with six glass cases in it. These contain weapons and you should gather as many ranged weapons as possible for future use. The spiders will easily break the glass for you.

Head north again and you'll find a chapel complete with altar and four small, doorless rooms. Leave one of your creatures on the altar (a pixie will suffice — apologies to all pixie lovers out there) and next turn it will have disappeared and the doors to the four rooms will have appeared. Your key will open one.

From left to right, rooms one and three contain useful items while two and four possess spectres — surprise!

Back the way you came and eastwards again. Beware the trap in the square alcove that lies along this corridor as well. It contains a Flood spell.

You'll find a room to the north with a scroll in it pertaining to-the use of Speed. The adjoining to the east has some Sulph in it, so get your potion on to brew. The next room contains a locked door in the north wall and a particulrly nasty dwarf (as strong as a giant). There's nothing for it but to set your spiders on him!

Summon a steed (a unicorn's best) and douse it and yourself with the Speed potion. Next turn, charge round the evaporator on your mount, and when it tires jump off and run the rest of the way yourself. The poor old unicorn will be sazzled at the end of the turn but your wizard will secure a chest containing a door key, among other things. Teleport into the room to the south where your hordes have triumphed over the dwarf and send someone back to the chapel to open another one of the locked doors.

Moving east again will take you into the bottom corner room. Crashing someone into the headstone on the northern wall will create an opening and you can proceed northwards. You'll run into some resistance at the next corner before heading west. Move along quickly and then turn northwards again.

When you turn east again you'll be met by a neat little ambush — a giant and a troll armed with Enchanted Bows, standing on the opposite side of a chasm. It's time for your wizard

to Enchant all the weapons he previously picked up from the glass case and open fire, dodging back into cover at the end of each turn. A few turns are needed to despatch our unwanted friends.

Once you've passed the chasm head north again where you'll encounter a door on the west wall. Again opposition will have assembled on the other side! Once you've secured the area you'll be able to turn your attention to the chest in the room to the north. You should have found the key on one of the locked rooms to the north of the chapel. Once the chest's been opened a zombie will burst forth from each of the three small rooms adjoining the large one. Be prepared.

East along the corridor will seem like a dead end — but each of the three doorless rooms can be entered by passing through a segment of their walls. The third room will act as a Teleport, transporting you into the large room with the square patterned wooden floor.

You'll immediately notice a diamond ripe for the picking but once it's been lifted the floor will burst into flames, entrapping your wizard. A Teleport spell or even Flood will rescue him from this tricky situation.

Going through the door in the east wall and along the corridor will bring your wizard to the room with the wooden floor. Burning the floor (Magic Fire) also destorys the ceiling, giving you access to the air. Summon every flying creature you've got and get airborne.

The middle room where Ragaril's been hiding (remember him?) has no roof so can be easily attacked. Ragaril's fond of griffons and vampires and will despatch a number of these to cut your airborne troops down. At this stage, an Enchant spell is most beneficial if you're sti'l carrying a bow.

Once Ragaril's dead his hordes will split, via the teleporters, back into the stronghold. If you have time you can send your own troops in pursuit. The Portal will appear in the centre of this large central room so you should stay here yourself.

The trick in successfully completing this adventure is to negotiate the stronghold quickly enough to allow you to kill Ragaril. Because the sleazeball's such a coward he'll use the Portal himself immediately it appears!

Scenario Four: The Islands of Iris

I found this the most difficult scenario to complete but would advise perserverance it's well worth playing. There are only a few tips I can provide as the aim of the scenario is simply to stay alive — not a simple task, I assure you.

You'll find the cluster of small islands dominated by a larger one, covered with magical 'Winking Trees'. Below these trees you'll find an assortment of weapons, potion components and treasure but these are guarded by a couple of roaming demons.

I'd suggest summoning a flying steed at the beginning of the game and heading directly towards this magical island. Flying can often be hazardous in this scenario because the skies are randomly patrolled by Vultures of Death (independent creatures which are extremely dangerous and very difficult to kill), who should be avoided at all times. Use the Big Map option to keep an eye on their movements, and keep your fingers crossed!

If one of these things latches onto you, I can only offer two possible solutions: Summon something to attack it, while fleeing yourself, or use as a decoy and lead away; land and get yourself among some trees (this generally hides you from anything in the air).

Try and stay out of the sea as this has a nasty habit of randomly swallowing anything that swims around. Only crocodiles are immune (naturally). I've found it's possible to move across the sea from island to island but this is very perilous and lies in the lap of the Gods — or computer, as the case may be.

Once on the 'magical' island you can start bashing the trees out of your way (the giant spiders are great for this — aren't they always?) and taking whatever you find. You'll need to be on the look out for the two demons, so be prepared.

Unfortuntely, the trees reappear after a few turns and this tends to slow your progress considerably, making fighting difficult and flying impossible (you can't get airborne from a space occupied by a Winking Tree).

Ibrox (the computer wizard) will summon countless foes to search you out. He's very fond of four vampires, four harpies, numerous griffons and countless giant bats — and that's only his airforce!

He rarely comes after you himself but if you want to locate him you'll easily find him by taking to the air and doing a circuit of the playing area. Ibrox will often brew a Flying potion or two, so don't be surprised if goblins or dwarves come at you from out of the sun.

You'll find vampires and ghosts of great benefit, as well as the more obvious pegasus, griffons and harpies. The Enchant spell's a powerful weapon if used in conjunction with a bow, and the Gooey Blob spell has an interesting side effect. As the Blob spreads (it does rapidly once in the sea) it leaves wasteland in its wake, which can be quite safely walked upon. Because the Blob takes no prisoners, even the sea isn't immune, so it's possible to build 'bridges of wasteland' from one island to another in the wake of its passing!

In this scenario you'll find the computer (oh Mighty Spectrum) is very impartial, and more often than not the independent creatures (those ugly vultures and a few crocodiles) will get stuck into Ibrox's allies, thus saving you the trouble —laugh, laugh, snigger, snigger!

Scenario 5: Tombs Of The Undead

By this stage you should be running around with a very powerful little wizard, and if you play your cards right, well on your way to completing *Lords Of Chaos*. Only one scenario remains — the one I found most difficult — but with a few pointers it shouldn't cause many problems.

Your wizard begins play in one of two little houses by the main building. Although you'll find a few items in the open around the tombs, there's much more to be gained inside, and as long as you're quick enough you'll find a number of treasure chests dotted around to aid you. Occasionally you'll discover these have already been emptied by Helix's minions!

The door entrances are trapped similiarly to the alcoves in the third scenario and the traps can be avoided in a similiar manner. You'll notice it's impossible to use some of the doors without setting a trap off.

Unlike scenario three the teleporters are two-way and can be used by you and your followers. Mastering the teleporters will take you a lng way towards completion of this final quest.

I'll not make it too easy for you — but you'll find that one teleporter will transport you into the room with the wooden floor and a teleporter at each end in the bottom left of the building. (This room contains a couple of Zombies so be prepared.)

Using the other teleporter will whisk you into the room immediately to the right (a larger room with a wooden floor and two teleporters again). Again, a couple of zombies will need to be despatched before you can continue. Look out for the invisible barriers that zap your strength and slow you down.

Teleporting again will transport you north into the room with four portals in it. (Three along the top and one at the bottom.) By this stage you'll have discovered a couple of door keys and a chest key. The transporter on the left will take you where you want to go...I'll leave you to experiment with the other two.

One point about the teleporters before continuing: they can't be used if someone (or something) is standing on the receiving end. Therefore, if you want to stop Helix from following you, leave someone on top of one of the teleporters along the way!

You're now in the most southerly little room, attached to the large central one. You'll find a spectre in here so it's normally a good idea to send a demon through first. Once despatched you can unlock the door and, low and behold, there's another spectre! Killing it will allow you to open the second locked door, thus revealing your goal.

Unfortunately, things aren't as simple as they look. You'll notice five mummies, a cauldron with a Healing potion brewing nicely, and normally a couple of chests thrown in for effect. The mummies are former dwarves who've been entombed by evil magic and are thus virtually impossible to kill physically. They'll proceed towards you and engage in hand-to-hand combat at an alarming speed so you must act quickly.

Well hows about that then? Brill and triff and stuff! Don't forget you can contribute to the next tips special. Send any tips, maps or cheats you have on any Speccy game to: NICK ROBERTS, PLAYING TIPS, CRASH, EUROPRESS IMPACT, THE CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW.


CRASH
ZX SPECTRUM
CRASH
A-1

Watch out germs 'cos it's... Danny Duster's

Flashsoft ● £11.99 cass ● £15.99 disk

Hands up if you wanna be a scrubber (oh whoopee-do, it's double entendré time —Ed). Oh no it's not, there's absolutely NO filth in this review — we're talking *mega* clean. NICK ROBERTS dons frilly pinny and size nine curlers for some serious dust disposal...





● Cleaning up the house is his quest for glory. He once had an affair with a hanky — but that's another story!



● Old Danny boy would certainly give Mr Muscle a run for his money!

In a luxurious penthouse flat, somewhere near junction nine of the M6, lived Mrs Winifred Shine, a lonely old biddy with a robust constitution, who once ran a bendy straw and shopping trolley testing lab just outside Nantwich. Now a full-time cushion plumper-upper at 'Barbara's Mix & Mingle Massage Parlour', she never has time to do any housework.

Fortunately, her third most prized possession — after her suede jacket and two-speed hammer drill — is a thrifty little duster by the name of Danny (as in 'Oh Danny boy, your sleeping bag is leaking...').

There's always plenty of dirty work to be done — delivering Brazilian drug barons to the CIA, breaking into the Queen's bedroom and sniggering at her bidet, visiting Glasgow to pick up all the broken bottles, things like that (I think you mean housework, don't you? —Ed).

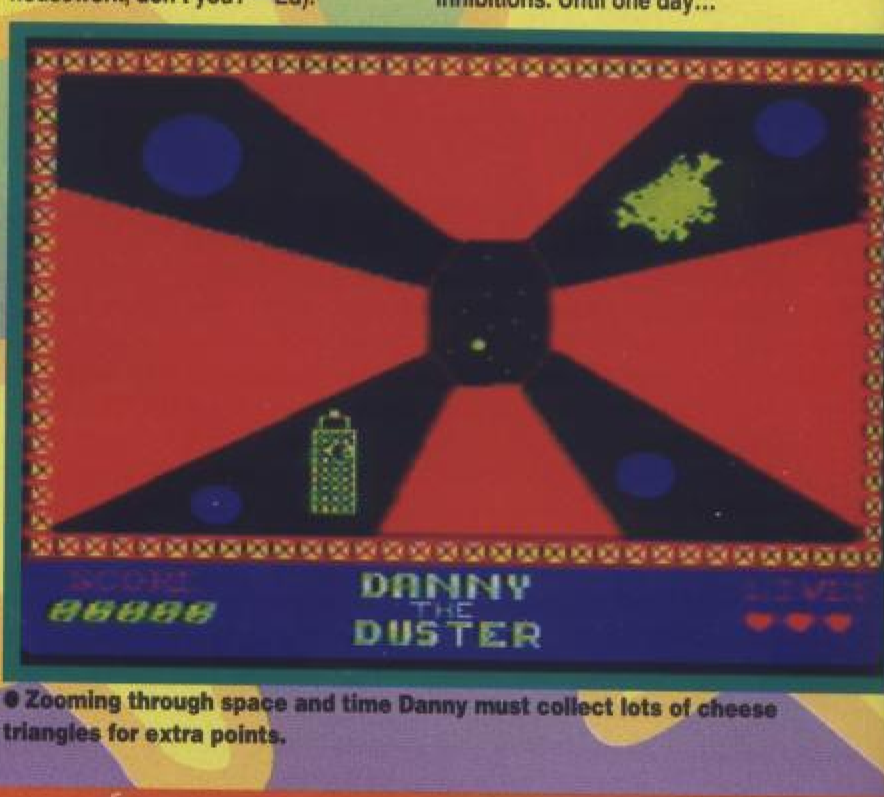
Danny the Duster was kept very busy but Mrs Shine treated him well (wrang him out in a bowl of hot soapy water every now and then, sewed up his seams, let him watch *The Les Dennis Laughter Show* from time to time and tickle her terrapin).

But Danny's only a grubby old piece of cloth, with a My Little Pony Abattoir Set, a black and white poster of Dolly from *Emmerdale Farm* and a Vital Sassoon Toupé Trimmer. A run-of-the-mill duster, no worries or inhibitions. Until one day...

LUCY

It's very rare I have time to do reviews these days, but one glance at this game and I was quite literally *gob-smacked* and knew I'd have to make an exception. I've never, *ever* seen anything like this on the Speccy before — it's hard to describe how good it is. An avid hater of housework, it's amazing that this game lets me be a total scrubber (watch it you lot — one word and you're dog meat!) without sparking off my usual hyper-allergic reaction (which usually involves dashing round the house in an Andy Pandy suit screaming the 'Flower Pot men are gonna get me!'). Apart from the utterly scrumptious graphics, Danny's just so *REAL*. (Corky had a hell of a shock when the over-zealous rag sprang out the monitor and blasted his glasses with a good dose of Windolene.) He's bursting with character (Danny, not Corky!) and the action's fast and furious. Basically, with this game, your Speccy's gonna think it's died and gone to heaven. ● 98%





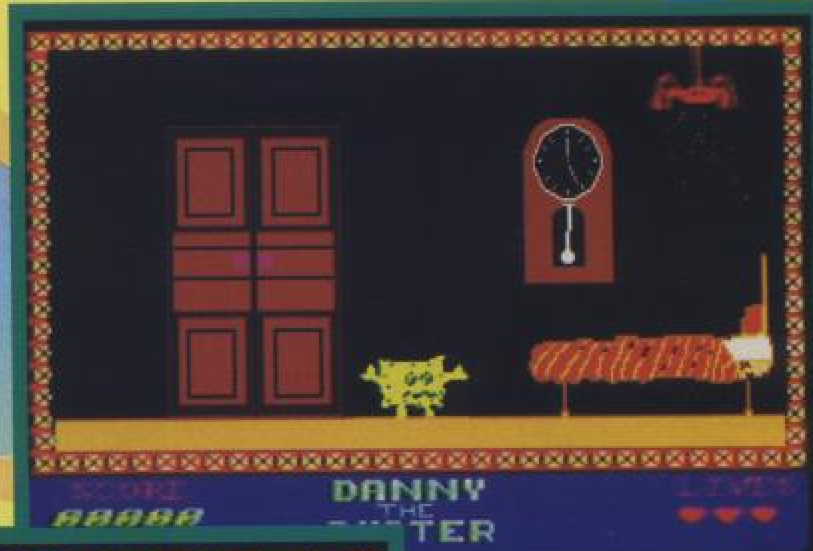
● Zooming through space and time Danny must collect lots of cheese triangles for extra points.

Dirty Deeds

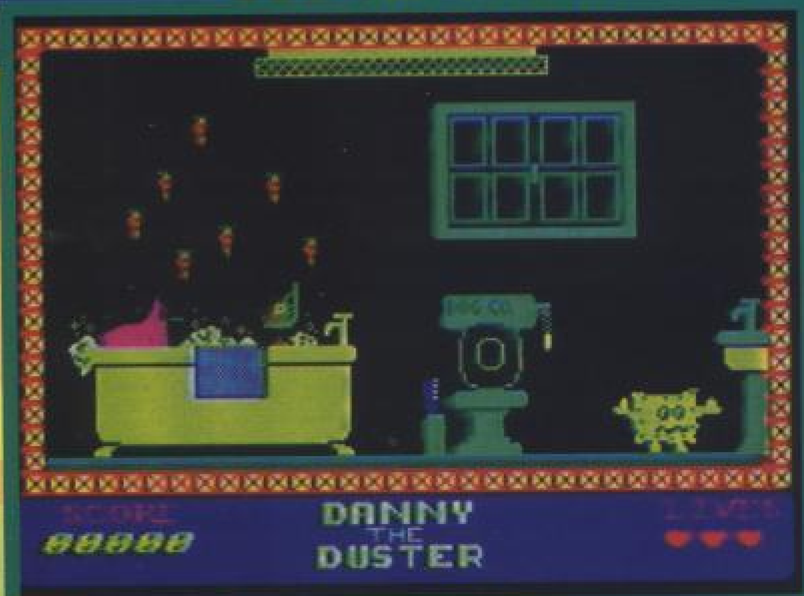
A CRASH Smash



● This is the man himself. He looks a bit like Ian 'Stain' Osbourne doesn't he?



● Time for bed for our cloth type hero, better zap those horrid bed bugs first though!



● Even duster heroes have to go to the bog now and then. He's had a slash but now he can't reach to wash his dannies!

MARVELLOUS MOULD

Mrs Shine ran off with the Kirby vacuum cleaner salesman and forgot all about little Danny and the cup cake crumbs she was hoovering out the shag-pile (rather nice tufted carpet, great for lighting fires or hiding your granny's hip replacement in!).

Weeks passed and Danny noticed these crumbs were beginning to grow a nasty green mould (the sort of stuff you find on your budgie if you leave it in a bin bag!). Soon it spread all round the house *and* over Danny as well!

He began to feel rather strange (that sort of 'Oh God, I've just swallowed a deckchair'-type feeling). Believe it or not, he was MUTATING! The mould caused arms and legs to grow out his seams! He could MOVE! He could WALK! He could eat three cream crackers with a glass of water on his head!!

Danny was soon testing out his new limbs, leaping merrily about the worktops in the kitchen, flicking dust off the mantlepiece in the living room and scraping shoe polish off the baby in the broom cupboard.

PICK-UP TO FRESHEN UP!

As Danny, you move through five parts of the house, dusting, scrubbing and cleaning as you go. The abode *must* be spick-and-span, in case Mrs Sheen returns unexpectedly and begs forgiveness (Danny's an optimistic little chappie).

Clear the bedroom of

Flashsoft, strong and very, very long!!

Being a relatively new company, Flashsoft have yet to strike it lucky in the Spectrum games market. Set up in 1989 by Martin Onassis, Jacob Fuller and Ingrid Evans, the business was initially going to be called, 'Onassis, Fuller and Evans'. However, Martin felt that sounded too much like a firm of solicitors from Henley-on-Thames. The name was later changed to Flashsoft after Jacob watched the Fifties cult TV mini-series of the same name (starring Lynn Redgrave as Zardac the Spider Queen).

In an exclusive interview with CRASH magazine, Jacob said: 'Flashsoft started life as a mail order company for tape head cleaners and pan scourers. We made a grab for the Spectrum scene after my next-door neighbour's daughter, Anita, complained about the lack of 48K software in the East Kilbride area, where she was undertaking a course in desktop publishing and marmalade sandwich making.'

Flashsoft's minor releases include: *Attack of the Mutant Aardvarks*, *Ruck Bogers Meets the Nasty Space Aliens*, *Scuba Duba*, *The Christmas Candle Game*, and more recently, the ecologically friendly *Timmy Trotter Saves the Earth*.

Martin and Ingrid are now married with three draught excluders and live just outside Morecambe. Jacob lodges with them and peels the spuds out of loyalty. The three of them agree, they've never had it so good...

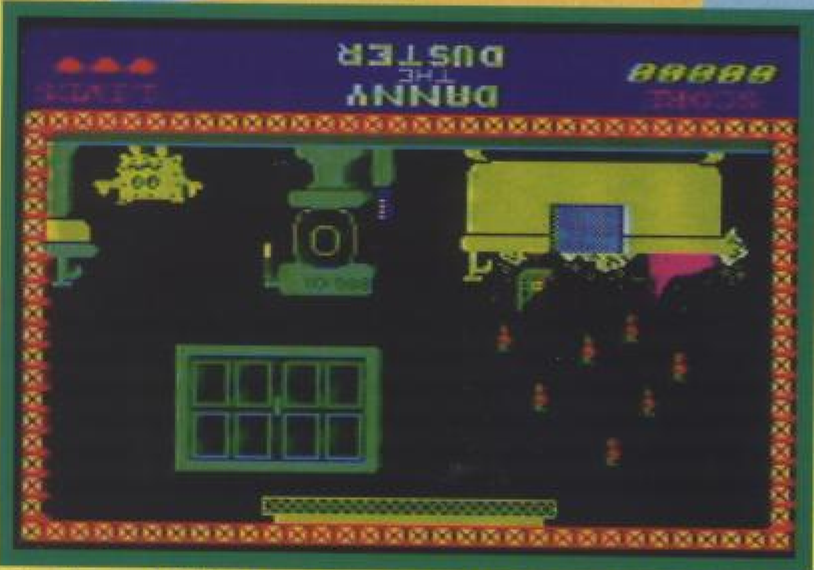
WOZZA

I've seen some unusual things in my time. Nicko burn a Pet Shop Boys cassette-single, Lucy stay tee-total (for all of one lunchtime), Corky eat less than three hundredweight of sarnies (and seven gallons of ultra-caffeine coffee). But they're nothing compared to *Danny Duster's Dirty Deeds* (try saying that three times fast while chewing a slice of seed cake) — even Amiga *Psycho Soccer* pales in comparison. Danny's an unusual and charismatic sprite, fun to control through Mrs Shine's dusty, grimey, vermin-infested abode — who said spring cleaning was drab? Detailed and colourful, the graphics are as lively as the wacky gameplay, and though fairly hissy, the sampled sound effects are wonderful. It's not often a game this good crops up out of the blue (like a decent guest on *Wogan*), but when they do it makes you glad the Speccy was invented. A classic. ● 96%





● The final confrontation with Mr BIG CHEESE! Ugly looking geezer isn't he?



● Scoff a special flippy sweet and you will flip the game upside down with reversed controls! Very tricky to play when your drunk!

Ten more duster deeds!

1. Use it to remove dirt and fluff substances from sideboards, Formica worktops, deceased relatives etc.
2. If suddenly visited by homeless mice, turn into a matching set of hammocks for them to sleep in.
3. Invent a new country and use it as the national flag or emblem.
4. Turn it into a fetching suit and trick other dusters into believing you're *also* a duster.
5. Place on your front lawn or patio then hop around it chanting, 'I gave birth to an Oxo cube in Rhyl' to intrigue and delight your neighbours.
6. Take one twice daily with a bottle of fermented lard to improve your knowledge of Widgy Rotary Engines.
7. Play a practical joke on friends by telling them it's a Rolls Royce, then hide it in your garage.
8. Using a pair of pinking shears, cut handy perforations around the edge, stick a fab picture of Roxette on the front and hey presto, a home made reproduction of a Swiss postage stamp!
9. Place a house brick under each corner and use as a trampoline.
10. Go on safari to Kenya, tie a knot in each end, place on your head, take out your false teeth, find a pair of nobbly knees, locate a stripey deckchair, put on a pair of handsome swimming trunks under a guest towel and worry an antelope.

smelly old tights, cough mixture stains, mugs of rancid coffee and wincyette nightgowns with egg down the front. Wipe away cobwebs, fag ends and turd-tinged nappies in the lounge and dining room.

The bathroom contains hairy soap, dirty underpants shoved down the back of the radiator, earwigs, chickens and dogs having a frolic in the bath and spiders doing the Hokey-Kokey in a soap dish.

The action's flip-screen and there's a wild and wonderful assortment of pick-ups to help you complete the task; air freshener, Shake 'n' Smack, wax polish, dish cloths, bleach and the like are all at your disposal. Just don't eat or drink any of them — they're highly dangerous. Esther Rantzen would be none too happy and the doctor doesn't come out on a Sunday — he's busy watching *Highway* and fiddling with his collection of ballcocks.

IT'S BEADLE!

The final showdown is in the attic. Clear the grime off beams and rafters, replace broken floorboards, tidy up old boxes of junk, and while you're at it, find Hugh Scully and enquire as to whether that ornamental truss you've located is worthy of an appearance on the *Antiques Roadshow*.

A highly original game, with some of the best graphics yet seen on the Spectrum, Danny's superbly animated and he controls really well. (A tip for joystick owners. If you place a knob of butter on your elbow, Danny jumps higher. It may sound crazy, but it's true!)

Housework has never been one of my favourite pastimes but it's no chore with this mutant duster! Jumping on the creepy crawlies, such as Jonathan King, Jeremy Beadle and Timmy Mallet, is great fun and highly rewarding.

There's a jolly in-game tune throughout and great spot FX. Listen to the spiders scream as you spurt hairspray in their eyes and marvel at the way the cockroaches groan when you strangle them with dental floss!

Hidden on one of the stages is a bonus level, which I'll leave you to find. Leap on platforms killing dust mites, smother woodworm and avoid the large nasties, a cross between Atilla The Hun and Robert Kilroy-Silk.

Dirty Deeds is a real challenge. It's instantly playable, totally addictive and oozes originality. The scenario's *so* believable, you soon actually feel like you're a duster!

Flashsoft have a sure fire winner on their hands. It's worthy of more than a CRASH Smash! I can't wait for a follow up! If you don't buy *Dirty Deeds*, you're more of a fool than I am (and that *is* saying something —Ed)!

● 97%



● Forgetting to collect one speck of dust Danny returns to the same screen again — for a laff like?!

Rating

As Tina Turner might say, simply the best — ever!

PRESENTATION	98%
GRAPHICS	94%
SOUND	90%
PLAYABILITY	97%
ADDICTIVITY	96%
Overall	98%

Compo Conquerors!



This rib cracker was sent in by Robert Challis from Linton Cambridge. So it's his fault if you lot have to have your sides sticthed back up!

Adventure

Er... wow! THREE pages this month — not bad, eh? At least one Spectrum glossy still looks after adventurers! Not too much news this month, but it's not the size that counts, is it? (Just as well, IAN OSBORNE —Ed)

News & Natter

● Tony Collins is as busy as ever, converting games across formats as well as writing them himself. Look out for *Werewolf Simulator* and *Cursed Be The City* on his Guild label, as well as *Magician's Apprentice*, *Total Reality Delusion* and *Prison Blues*, all by popular Amstrad author Simon Avery.

Tony's also working on the sequels to his best-selling games, *The Hermitage* and the brilliant *Corya The Warrior Sage*. More news as it's made...

● Way back in Issue 94 I reviewed Tom Frost's *Spy Trilogy* and said it didn't have a facility to store game positions in RAM. My mistake (pillock —Ed) — it did have this facility and was one of the first ever games to include it. Sorry Tom!

Tartan have very generously allowed us to reprint the coupon in this issue so now you've no excuse at all for not buying this ageing classic.

● As always, John Wilson's Zenobi label has loads of stuff out this month, including Scott Denyer's *Arnold the Adventurer II*, *Violator of Voodoo* (sequel to last years' classic *Phoenix*) and Clive Wilson's *Twas a Time Of Dread*, all at £2.49 tape and £3.49 disk.

John's also converted three of GI Game's St Brides collection to +3 format. The games are *Jack the Ripper*, *The Dogsboy* and *Silverwolf* and cost £3.49 each. As always, there's loads more besides — drop him a line for details.

John's also bought the rights to Jack Lockerby's *The Ellisnore Diamond*, reviewed last ish. It now costs £1.99 and can be obtained through Zenobi at the usual address.

● If you've a solution fetish, *Bare Bones* will be right up your street. An A5 fanzine, it's a quarterly publication dedicated solely to solutions. For more details, write to Les Michell at 10 Tavistock St, Newland Avenue, Hull HU5 2LJ.

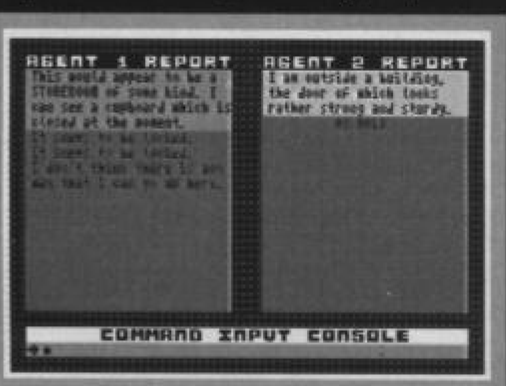
In the meantime, don't forget the CRASH Solution Service offers complete solutions to all covertape and coupon games, and a few more besides. Give it a try — if I can't help, I can probably put you in touch with someone who can. Just send an SAE.

BEST OF THE INDIES Volume 1

Zenobi, £3.99

A CRASH Smash

Adventures come and adventures go, but the true classics will always remain. Zenobi have collected six of the best titles ever, from both their own and other labels, and packaged them as one mega-stonking compilation. You can't go far wrong, can you?



DOUBLE AGENT (Tom Frost)

● Your starship's sent to the planet Marego to help overcome an invasion by a bunch of unecological uglies (don't put yourself down, Ian —Ed) who've ruined their own world through their own carelessness. Still not satisfied, they've brought a highly volatile power crystal which is rapidly screwing up Marego, too.

Your mission didn't get off to a good start — your exploration party was captured and killed, leaving only two survivors who, due to the tortures they endured, are incapable of independent thought.

Luckily they still have their communicators and follow simple commands! Your task is to guide the two agents into the enemy base, find the crystal and return with both it and samples of rock and water from the dying planet.

Despite this rather run-of-the-mill plot, *Double Agent*'s one of the most exciting and innovative adventures ever seen on the Speccy. As you've probably gathered you control two agents, each of which has his own abilities — one's incredibly strong but cannot read Marego, the other's weaker but more literate.

To solve *Double Agent* you use the special abilities of both bods, and many problems require co-operation between them. Adventures where you control more than one character aren't exactly thin on the ground but it's never been done as well as *Double Agent*.

The problems are interesting and original, utilising the co-operation element to the full, and being incapable of original thought, you don't have to worry about them wandering off at awkward moments. An all-time classic and a personal favourite of yours truly.

CLOUD 99 (Linda Wright)

● Watch out, Jack Frost's about, and he's doing a damned sight more than painting pretty patterns on your window and cracking your water pipes, too! Hellbent on sabotaging the weather halls on Cloud 99, your task's to repair the damage caused by his misdeeds and put an end to his naughtiness.

After you've explored your immediate surroundings and equipped yourself with lots of warm clothing, it's up the ladder to meet the weatherman and into one of the cutest, most endearing fairytale adventures ever — it really makes you wish it were real (dream on, baby — Ed)!

Good use is made of the EXAMINE command, so keep your eyes open and spare a thought for the various characters you meet en route — they all need your help.

Cloud 99's a brilliantly constructed game and very easy to get into — one play and you're hooked! Polished production and a wonderfully intriguing storyline make it a real winner.

THE LABOURS OF HERCULES (Terry Taylor)

● Driven insane by the jealous Hera, Hercules kills his wife and children (as you do —Ed). Overcome by grief and guilt, the only way he can pay penance is carry out 12 tasks set for him by his sworn enemy, King Eurystheus. Each labour was so tough it was considered impossible for a

Trail

STAFF OF POWER

Zenobi, £1.99

● Many years ago, when Arcon became king, the Gods gave him the Staff of Power. Being a kind and honest ruler, he always used its fearsome powers for the good of his subjects.

Then it was stolen by the evil wizard Zyx who conned his way into the palace disguised as a beggar seeking justice. Raising the staff above his head, he curses the king for his goodness and vows to destroy the kingdom.

Unsurprisingly, your task is to retrieve the staff and belt seven shades of **** out of Zyx, but first you must find four magical weapons...

Staff of Power reminds me of the old Scott Adams or Artic games in that it piles on puzzles a-plenty but doesn't give a feeling of being there.

Designed for beginners, it certainly has you thinking on your toes! Objects turn up in some peculiar places at times (how that light spell came to be inside a boulder is



Cont page 58

mere mortal and will test even Hercules, son of Zeus!

Labours Of Hercules is a flawed yet brilliant game written using Gilsoft's *Quill* and *Press* utilities. Starting in Eurystheus's throne room, you're given each task in turn. Sometimes an object gained during one mission is required in another.

The labours are highly varied so there's no danger of boredom setting in. As with most mythological adventures, some knowledge of the legend itself proves useful — if you're not too well up on Greek tales, pop down the local library.

Unfortunately, *Labours Of Hercules* contains several mazes, which bore the pants off most adventurers, and if the game contains a RAMsave facility I'm damned if I can find it.

Niggles aside, it's a good game. There's an awful lot to it and it's far from easy, so don't expect to complete it in one sitting. Persevere and you'll find it worthwhile.

THE DOMES OF SHA (Jack Lockerby)

● Olaxas was once a thriving planet, supporting a strong agricultural economy... then came the war! No records of that terrible conflict survive, and even the elders remember nothing — it's almost as if the past has been wiped out.

One thing the war didn't destroy, however, was the irrational fear experienced by the Sha tribe, a fear preventing them leaving their dying valley. Are you strong and clever enough to break out?

The Domes Of Sha has a fair spread of puzzles, some easy, others will have you scratching your head into the wee small hours of the morning. The map's a little untidy but this doesn't stop *The Domes Of Sha* being an entertaining and original game.

THE SECRET OF LITTLE HODCOME (John Wilson)

● In this, John Wilson's first ever adventure, you must find and defeat the source of evil that holds the tiny hamlet of Little Hodcome in its vice-like grip. How do you find the only man who can help? Why can't you enter the cottage you've inherited? Only time and a great deal of effort will tell...

The game's surprisingly serious in nature, though that John Wilson humour we've all grown to love is still present. An exciting and well presented adventure, still great fun after all these years.



RETARDED CREATURES AND CAVERNS (John Wilson)

● Last but definitely not least is *Retarded Creatures And Caverns*, a hilarious adventure by the undisputed master of mirth himself.

Conned into taking part in a 'real life' roleplaying game, you help reluctant explorer Algy in his quest to unlock the secrets of Castle Toidi. Armed only with some ill-fitting clothes, dodgy literature and a pouch, you must placate sleepy dragons, dodge one-legged elves and generally laugh yourself silly at the terrible jokes and witty responses.

Although extremely small map-wise, it's full to bursting with some of the most imaginative and entertaining problems ever. It's far from easy — even getting into the castle itself is quite a task — but the problems are always logical. When you finally succeed, you'll be kicking yourself for not getting it earlier.

With far too many adventures relying on awkward inputs or sheer guesswork for their difficulty, it's great to see such a genuinely challenging game. Running Zenobi leaves John little time for writing these days, but if enough people twist his arm, who knows?

Six splendiferous games for £3.99... this is the adventure bargain of the century! PUT DOWN THIS MAGAZINE AND GET YOUR CHEQUE IN THE POST — NOW!!

Overall: 94%



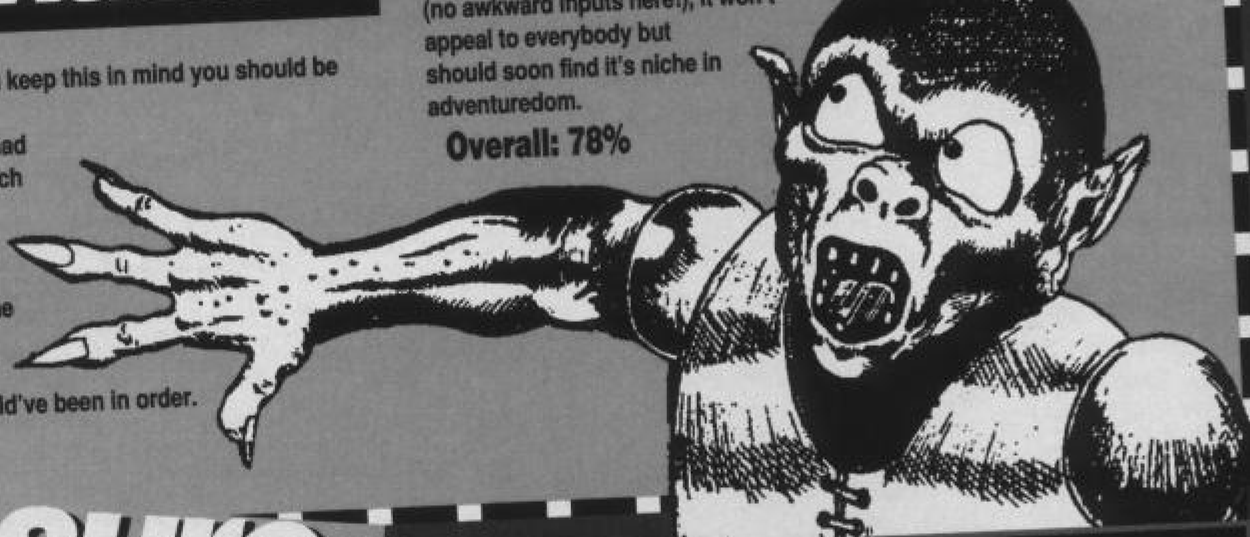
Continued

anyone's guess), but as long as you keep this in mind you should be okay.

Author Sue Medley seems to have had trouble fitting it into one 48K load, which has taken its toll on location text and EXAMINE responses. The latter is especially serious as it could leave you thinking something was part of the scenery when in fact it needed manipulating — perhaps splitting the game into two parts would've been in order.

Even so, if you're into older adventures you'll find *Staff of Power* immediately to your liking. Benefiting from a more modern approach to commands (no awkward inputs here!), it won't appeal to everybody but should soon find it's niche in adventuredom.

Overall: 78%



Treasure Chest

Tartan Software

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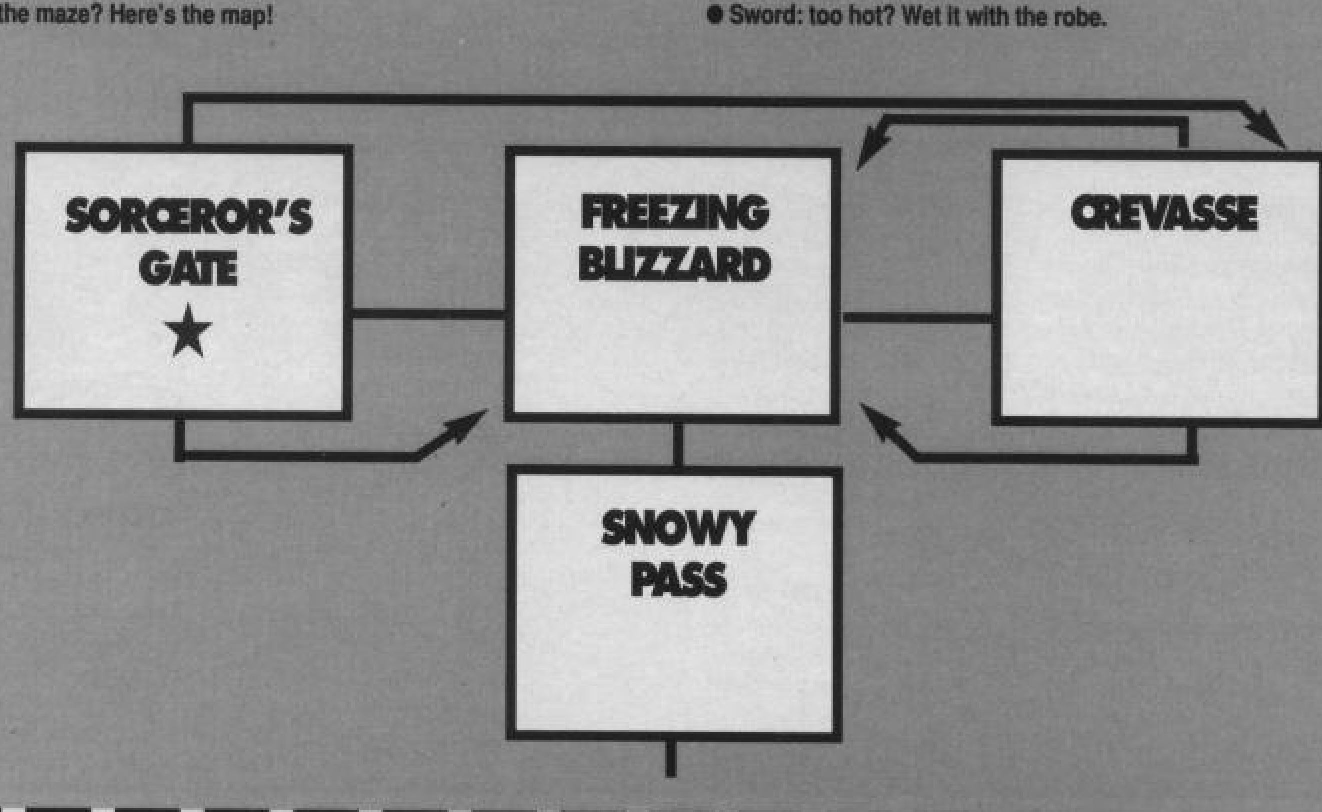
The Guild, 760 Tyburn Rd, Erdington, Birmingham B36 8DG
(Cheques payable to Glenda Collins)

Tartan Software, 61 Bailie Norrie Cres, Montrose, Angus, Scotland DD10 9DT

BLIZZARD PASS TIPS.

Blizzard Pass should be familiar to most — it was packaged with a fair few +2 Speccys! Rather good it was too, despite its awkward loading method and standard font, black-on-white text. If you're still having trouble with it, here are a few hints...

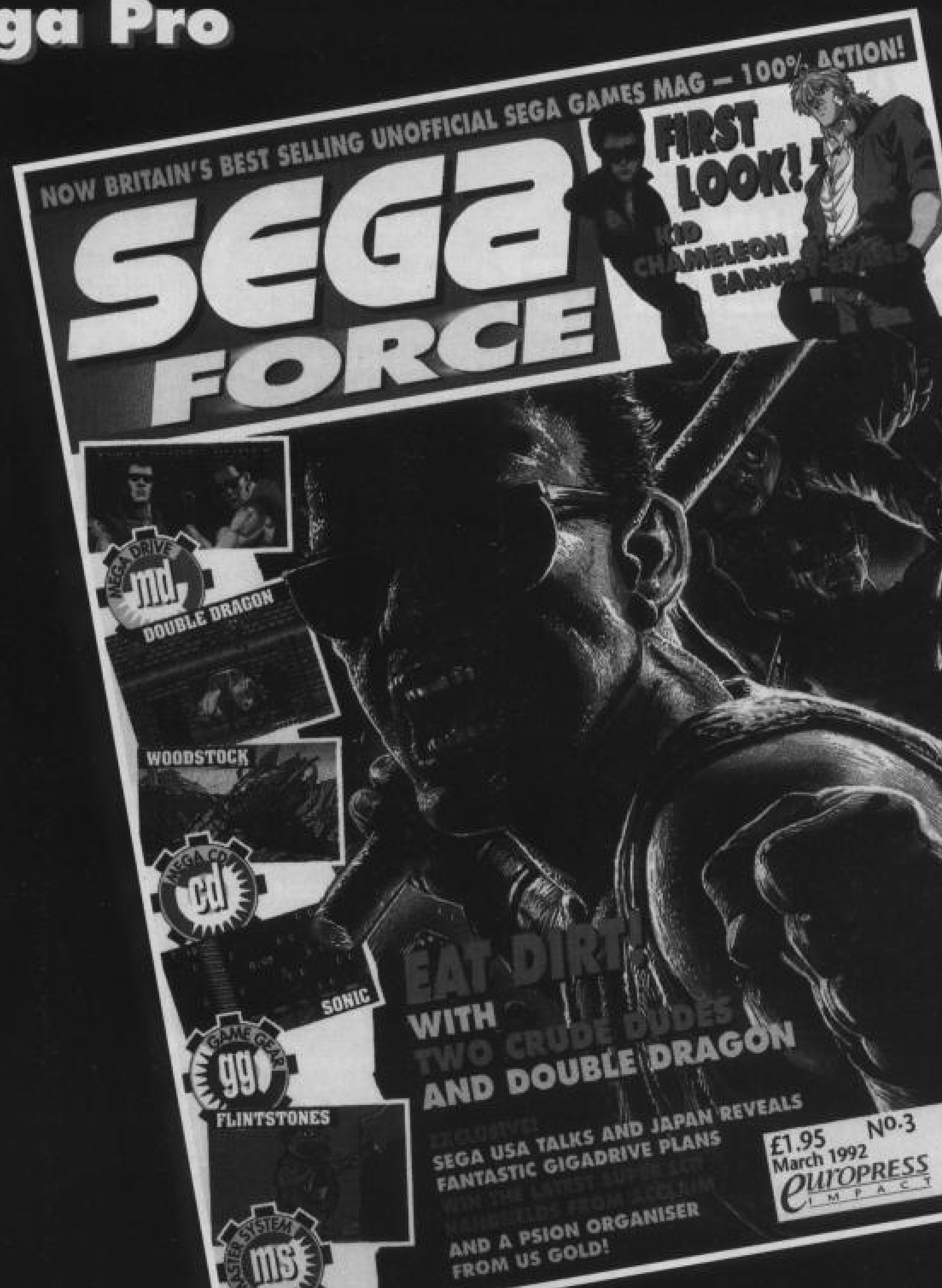
- Loading: in case you've lost your instructions and can't remember how to load the game, you go into 128K basic and type OUT 32765,23, then LOAD "" as normal.
- Stuck in the maze? Here's the map!
- To get through the window, pick up a handful of snow (it turns into slush) and go UP where the cliffs aren't as steep. EXAMINE WINDOW to find the cracks, then PUT SNOW IN CRACKS — it freezes and cracks open the rock. ENTER WINDOW.
- Phosphorescent rock: this is your light source. After entering the window, go NORTH.
- Library: PUSH BOOKCASE to go down — irreversibly!
- Strength spell: it's on the dead wizard.
- Lava: a shield will protect you from the heat.
- Ruined temple: try BREAK STONE.
- Yeti: SHOUT or TALK, you'll cause an avalanche and bury him.
- Cave: EXAMINE BODY for something useful, then DIG.
- Well: search it to find a secret passage.
- Ogre: throw the boulder at him.
- Sword: too hot? Wet it with the robe.



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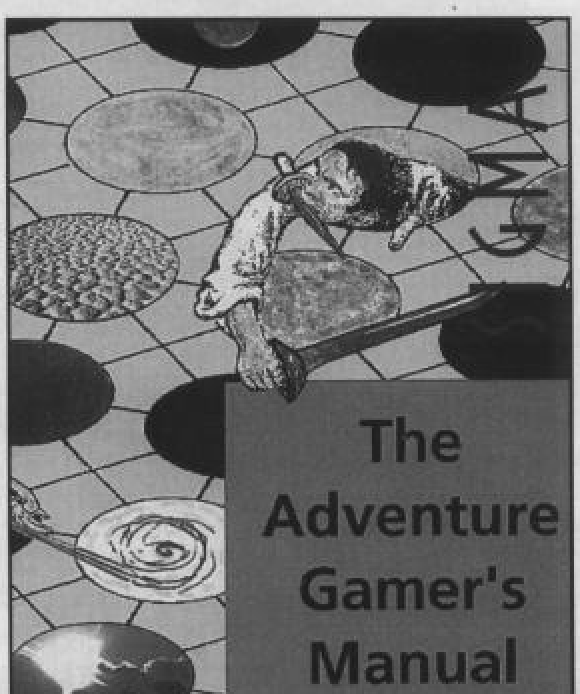
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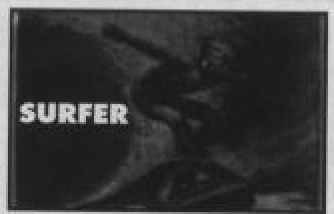
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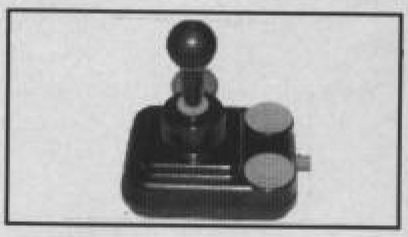
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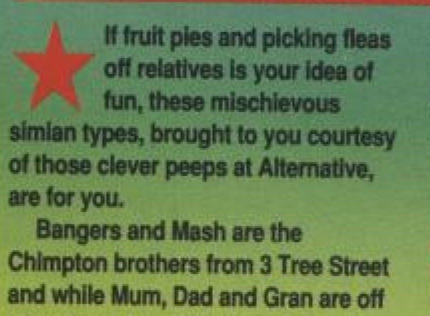
If fruit pies and picking fleas off relatives is your idea of fun, these mischievous simian types, brought to you courtesy of those clever peeps at Alternative, are for you.

Bangers and Mash are the Chimpton brothers from 3 Tree Street and while Mum, Dad and Gran are off advertising tea, our dubious duo have to collect the fruit for a scoffable pie.

The pair soon become singular as Mash decides to do what all young chimps do best, just hang about and collect some rays, leaving poor Bangers to get on with the groceries unaided.

GIBBER GIBBER!

Mayhem and monkey madness follow as minions of the broom-riding evil Witch Snitchnose attempt to make monkey mash out of Bangers (probably armed with wickedly sharp kiwi fruit). Hedgehogs, ladybirds, skeletons, ghosts and cannibal plants attack from all sides, cute white plants explode... it's enough to send you ape!



Pick up diamonds, chuck mud pies and knuckle about like mad with hardly enough time to scratch those pits and gibber, fill up the fruit counters and swing on to the next screen.

As far as monkey business goes, this is a serious case of 'gibber ook gibber'.

FRUITY PRIZES

To celebrate the release of *Bangers and Mash*, those weird and wonderful chappies at Alternative were going to buy the EEC tea mountain. But then they decided that was a damn silly idea (especially as there isn't an EEC tea mountain) and settled for a fab CRASH compo instead.

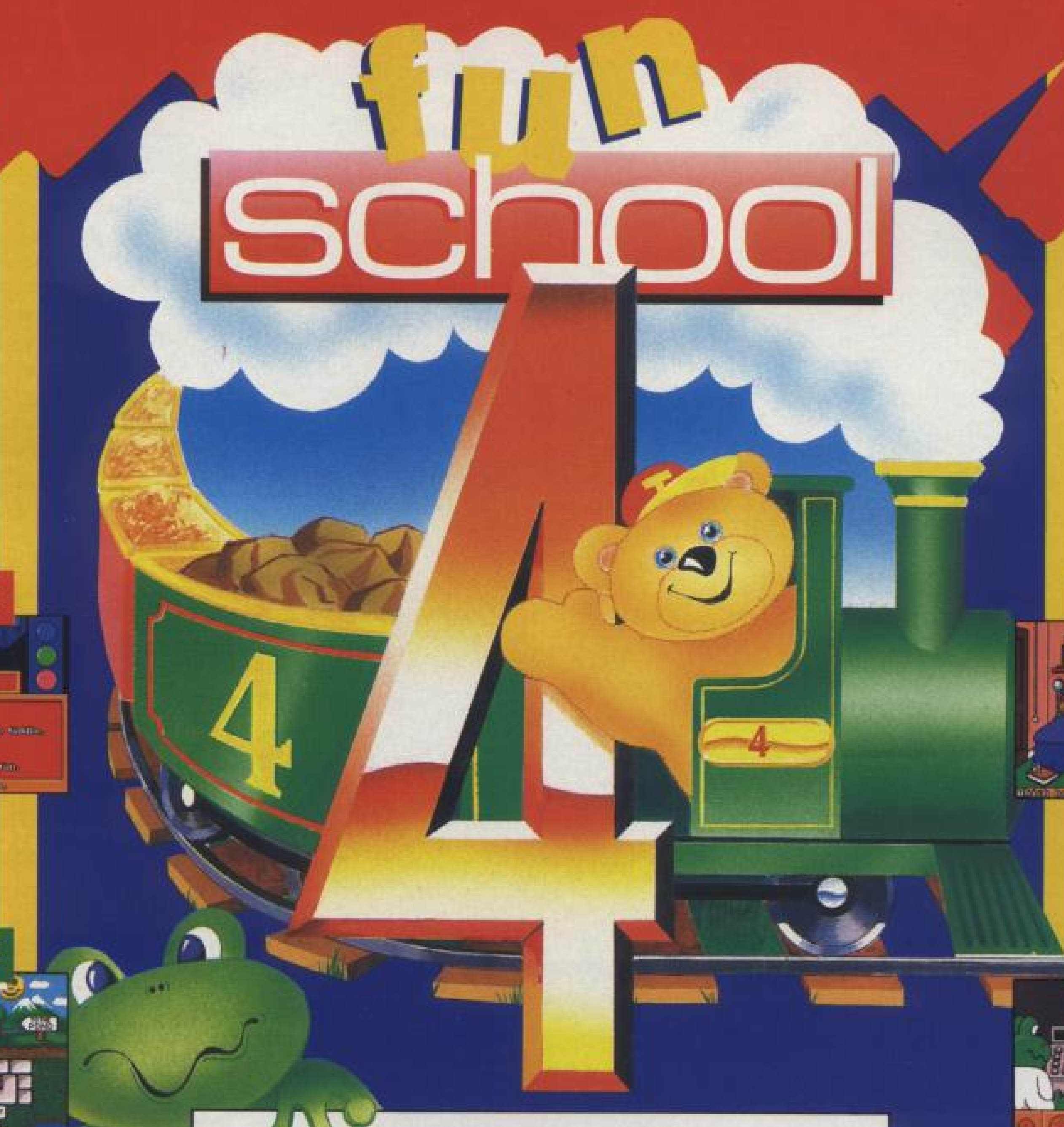
Dig out your pith (are you taking the mickey out of my lithp? —Ed) helmet and bush jacket 'cos ten lucky winners will land themselves a copy of the *Bangers and Mash* game PLUS two tickets (one child and one adult) to Windsor Safari Park to check out the big game, big house and big rides.

Question Time!

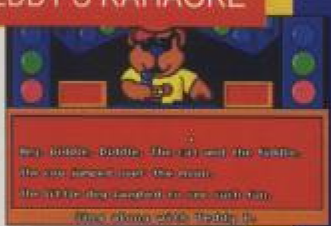
1. What was Tarzan's chimpanzee called?
2. In the Japanese TV series, *Monkey*, what did the hero travel around on?
3. What colour are bananas?

Answers on a postcard to:
THE 'I LIKE EATING FLEAS' COMPO, CRASH, EUROPRESS IMPACT, LUDLOW, SY8 1JW. Entries to arrive by April 19. The editor's decision is final (remember those sharpened mango sections!).

Help your child to a brighter future – with the best in educational software



TEDDY'S KARAOKE



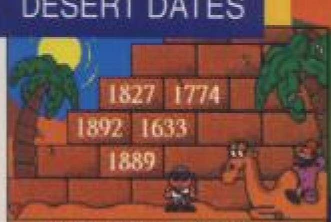
Sing along with DJ Ted to popular nursery rhymes.

TYPING



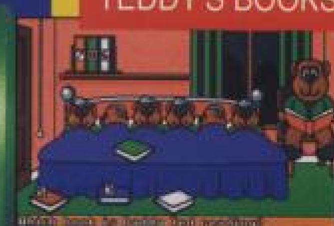
Type the correct letters and words and save Freddy from the crocodile.

DESERT DATES



Study historical events to find the secrets of the pyramids.

TEDDY'S BOOKS



Select the correct number of Teddy's bedtime book.

SHOP KEEEPER



Shop with Freddy and his friends choosing coins to pay the bill.

EXCHANGE RATES



Change Sammy's money at the international exchange desk.

“Fun School 4 zooms to the top of the class. Three brand new packages combining the essentials of the National Curriculum with beautiful graphics, cleverly animated rewards and stimulating sound keep your children engrossed while they learn.

Teddy for **under fives,** Freddy the Frog for **five to seven year olds** and Sammy the Spy for **seven to eleven year olds** provide **SIX** original stimulating programs in every pack. Plus, the carefully designed levels for each program encourage your children to have fun and learn at their own pace – and ensure they get the most from Fun School 4 and keep coming back for more.”

FORMAT	Amiga	ST	PC	C64		Spectrum		CPC	
				Tape	Disc	Tape	Disc	Tape	Disc
PRICE £	24.99	24.99	24.99	12.99	16.99	12.99	16.99	12.99	16.99

Archimedes and PCW versions will follow in early 1992.
Spectrum, C64 & CPC available early November.
Amiga ST & PC available end of October.

europress SOFTWARE

Europress Software Ltd, Dept CRASH, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP
On sale at top retailers nationwide. Selected formats available at larger branches of WH Smith, Menzies and Boots. For credit card purchases call 051 357 2961

Techni-Tak



Dust off your soldering iron and get out your chainsaws because Samm H Garson is back with another highly informative *Techni-Tak*. This is the man who could explain quantum physics in plain English and confuse the boffins of the world! Take it away, Mr G!

Some people call them magic boxes. To others it's called a multiface, to software houses it's the nightmare in a box. So how do these hardware gadgets work?

Well I hate to dispel the myth but there's nothing particularly fancy about them. Let me tell you what they contain and how you can get them working.

Inside each little black box is a ROM chip, exactly like the one in your Speccy, a couple of minor logic chips and a simple switch.

Now coming back to the Spectrum itself. The edge connector at the back of computer is connected straight to the Z80 chip at the machine's heart. While a program's running, this route can be used to talk to the chip, without having to type things in.

CLEVER STUFF, EH?

Now here's the clever part: whatever's sent to the chip via this connector is executed before the program in memory.

There are a few routes the chip has that we make good use of. Firstly, NMI — Non Maskable Interrupt. If this is activated it stops your Speccy DEAD in its tracks, no matter what it's doing, and directs it

Straight Up!

Q: A space alien has ripped up my Spectrum +2 manual. Well actually it was my sister (bad enough —Ed). Now I can't find a new one anywhere. Help!
L Ince, Chesterfield

A: Does anyone out there have a spare or redundant manual or know where 'L' can buy one? Send in any info to the usual address and I'll pass it on.

Down The Line

Q: I've just bought an LC-200 printer but I've got a problem with it. When I print out a screen picture it prints a line of graphic then misses a line then prints more graphics. What's up?
E Reed, Dyfed

A: This boils down to two things. The first is that the dip switch for line feed could be turned on (usually dip switch 1). Switch this to 'off' and this may cure the problem. If it doesn't, it's the printer cable. There are two types of Spectrum cable, one with pin 14 disabled to turn off double line feed to a printer. Try either cable, one should cure it.

Driveless

Q: How can I get a 3" disk drive for my Spectrum +2A so it will work just like the +3, and how much will it cost?
M Povey, Oxford

A: One of the problems you'll have straight away is that the +2A doesn't have any circuits inside it to control the disk drive. The other problem is that it doesn't have a disc drive (obviously). The circuit board would require a major modification and by the time that was carried out it would work out cheaper to buy the +3 in the first place.

All In A Name

Q: How do you save from tape to disc and then from disc to tape?
C Owen, Lincoln

A: Well Charles, I presume you have a +3. The commands are SAVE "A:" then SAVE "name" whatever. This will save to the disc drive. SAVE "T:" then SAVE "name" whatever will save to tape. Use these in your programs where you need them.

Speccy Sickness

Q: I tried to follow your Spectrum tape deck modification in last month's column, as at the moment I have a very sick deck.

But when I opened my Spectrum to have a go, instead of the five wires you said there'd be, I only found four. These are brown, white, blue and red. Help!
J Bufton, Chester

A: This one caught me out. I've just looked at my friend's Spectrum +2A. Amstrad have carried out a

to location 102 decimal in the Speccy's ROM.

Another function it uses is ROM Select, again a route straight to the Z80. If this is turned on, it makes the Speccy ignore internal ROM and go to any *external* ROM.

The box activates the NMI and then ROM Select, thus the Spectrum stops and jumps to location 102 inside the magic box ROM.

Because the ROM has custom written routines, it acts upon the memory of the computer and saves it out. The Speccy has no idea it's there.

In its frozen state, it's possible to interrogate what the Spectrum was doing before it was frozen, and thus when you reload your saved-out image of the computer it continues from the point it left off.

So there you go, nothing complex about it at all (err, yes Samm — nothing complex! —Ed).

If you have any questions or anything you're stuck on, write to *Techni-Tak* and I'll try and explain it in simple English next month. (This looks like a good spot to say 'Play It Again Samm' —Ed). As usual, the address is: TECHNI-TAK, CRASH, EUROPRESS IMPACT, CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW.



modification to the board on this computer which must of saved them all of 15p! Simply treat the brown wire as the black one for the purpose of the article in Issue 96.

Ram It In

Q: I've got a Canon PW-1080A printer and a 48K Speccy. Is there any way I can get the printer working on my computer?
M Simmonds, Reading

A: Yes you can. The 48K Spectrum has no internal hardware to drive a printer so you'll have to phone Datel Electronics and ask for a RAM Print interface. This plugs into the Spectrum and contains both hardware and software, plus a built-in word processor.

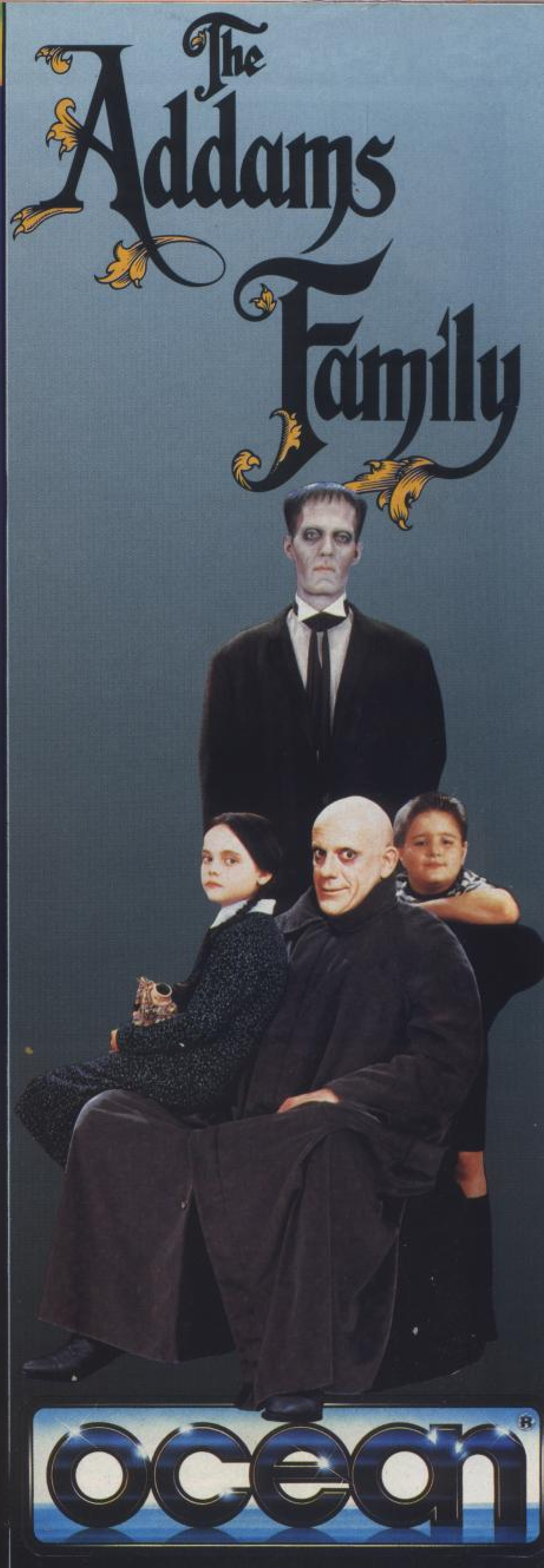
Datel's telephone number is: 0782 744707.

Zaks' Hacks

Q: Get ready for this. How do you program in machine code? Can the Speccy do anything else in its range of languages? How do you protect a program? **C Morris, Cardiff**

A: I tell you what you need. This book's very heavy reading but soldier through and you'll know as much as me: *Programming the Z80* by Rodney Zaks, ISBN 0-89588-069-5. Secondly, buy an assembler from one of the adverts that appear in CRASH.

There are lots of languages available. For more on this and your last question, watch this space!

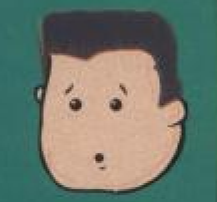


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RoboCop 3

Ocean • £11.99 cass • £14.99 d

Serve the public trust. Protect the innocent. Pay your poll tax. Life's full of fun and frolics when you're a lean, mean, fighting machine like *RoboCop*! NICK ROBERTS is the one running about with a bucket on his head shouting 'Your move, creep'!

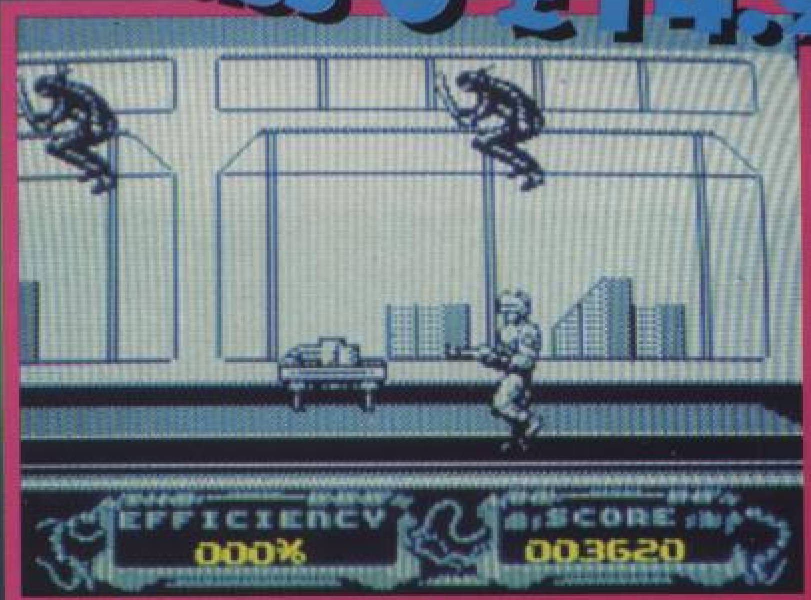


Yup! That baby food-eating dude's back on the scene with a brand new game and a brand new face, too! Peter Weller, the clever geezer, decided not to star in the third stroll about Delta City so they've had to get a new bloke in. Funny thing is, he's grown some stubble! I thought RoboCop was supposed to be dead?!

Omni Consumer Products, controllers of the police and creators of the copper-topped cop are up to their old tricks again. They helped drug dealers in the first film and started a crime wave to bankrupt the city in the second.

Now they've found a new way to solve the poor and homeless problem: blow the suckers away (good thinking — perhaps I could solve the CRASH staff problem in a similar way —Ed)!

A fierce army of mercenaries have been hired to go into the rundown areas of the city and blast to their hearts' content. To complicate things further, a Japanese company is trying to take over OCP and they've sent a force of robot ninjas to cause *more* havoc!



• Kylie Minogue's dance troop are really going for it here aren't they? 'I Should Be So Lucky!'



• Look out behind you Robocop! It's a nasty ninja bloke. Oh no it isn't... oh yes it flippin' well is!



• When it comes to double glazing, you will find that we're amazing. And you nooooo...



CRY WOLF, OW-WOO!

The first battle for Mr R Cop is played *Operation Wolf* style, the houses of downtown Detroit scrolling by and the streets littered with nasty blokes. Blow

LUCY

I bet the Blue Peter team were happy when RoboCop was melted down (along with the odd Skoda) to provide a few tins for their old fogey appeal. Don't worry readers, I'm only kidding, old tin bonce is back in his third game (and very soon third movie). The title sequence is a corker and the rest of the game isn't too shoddy either. There are elephants... sorry, elements of the previous two games in *RoboCop 3* but it's all very spiffy. Robo's old enemy, ED-209 (even deadlier than ED-LUCY), turns up, and makes everyone's life a complete misery. The difficulty's set a touch too high — I only just made it through the first level after umpteen games and a good dose of cheating — but with practice Robo's soon blasting all and sundry with his very impressive weapon (!?). Thank gawd I'm one of the innocent citizens Robo protects. •



88%

splatterpunks out of their windows using crosshair sights.

Stop them in their tracks before they lob knives or shoot you in the head for the fun of it (my idea of a party —Ed). Taking shots from the enemy reduces RoboCop's efficiency level and gives him a terrible cough!

Dotted around the streets and houses (rainbow climbing–) are power-up tokens to collect and use at the end of each level. A picture of a bedraggled Robo on the toilet appears and clicking on his head, arms, body and legs uses tokens to repair damage.

Once the punks are well and truly splattered, Big Robo moves on to the Rocket Motors factory. This is played as a horizontally scrolling shoot-'em-up similar to the levels in *RoboCop 2*.

Conveyor belts chug along and bullets come flying from all directions. It's lucky R Cop Esq is fitted with an all-new, super weapons arm with variable attachments and teasmade. Use a flame thrower to barbecue enemies, lob a guided missile in their general direction or laser them into a doner kebab!

TALLY-HO, CHAPS!

Fed up with using his tin legs, Robo pops a jetpack on his back in level three for a quick zoom about clobbering enemies with his size 12s.

The trouble with jet packs is they need juice and the trouble with factory ceilings is there ain't much of it about, so the King of Cops soon comes down to the ground with a CRASH (he found a newsagents hovering in mid–air!).

There's a horrid tank to dispose of at the end of the level but a quick whizz around with an electric whisk and those fish will be turned into soup!(?!)

After all this excitement, Robo decides to take a break and visit an old friend, none other than ED-209 at the top of the OCP tower on level four.

Each floor's packed with robot ninjas doing a bit of ninjing (you what?! —Ed) and are connected by lifts at either side of the play area. The confrontation with Big ED is very similar to scenes in the last two games but fans of the dudes will love playing it out all over again.

AS SLICK AS SARDINES?!

RoboCop 3's another excellent game from Ocean. Packed to bursting point with excellent backdrops and lots of animation, it's as slick as Corky's hair all the way through.

To silence the 'Oh no, it's more of the same' brigade, the boys have included a great new jetpack section that takes some getting used to but is great fun to play. And there's Robo's new weapons arm that he can twiddle about with to select impressive firepower.

No one's seen the film in the office yet (it'll probably be out by the time you read this) so we can't comment on how closely it follows to the plot. The five levels form a shoot-'em-up extravaganza, so many styles it will keep all blastaholics happy.

Any self-respecting fan of the *RoboCop* series cannot be without this game. In my opinion, it's the best yet.

● 89%

Robocop and friends...

1. RoboCop: Leader of the gang and the leanest, meanest, fighting machine since the gate crashers at the Europress Impact Christmas party!
2. Metal Mickey: A galvanised dustbin turned upside down, famed for calling Irene Handl a 'fruit bat'.
3. Kryten: The android from *Red Dwarf* with interchangeable groin attachments and a love for 'Androids', the famous Aussie soap!
4. K9: The pooch with the tin head who stopped appearing in Doctor Who when they realised he was really a toaster!
5. R2–D2: The lovable bread bin from the *Star Wars* films that beeped all the time (must have swore a lot!).
6. Daleks: How can anyone take a robot seriously if it's got a plunger for a nose?
7. Marvin Dude from the *Hitchhiker's Guide To The Galaxy*, guaranteed to brighten up anyone's day.
8. Cybermen: Strange looking cyborgs from *Doctor Who* with handlebar ears.
9. Terminators: Hard blokes with lots of pulleys and strings in their arms! Don't mess with 'em!
10. Twikki: Buck Rogers' annoying pal who kept going 'Beedee beedee beedee'! Strange.



● Just look at the workmanship on that drain pipe! Pity Robo's about to blast it into oblivion!



● At the end of a day of killing innocents, these nasty men like to fly their Robocop kite!



● Nnnnnnngggg. Phew! When you live on a diet of baby food and scrap iron these turds can be right earth shattering!

Rating

Robo's at it again with trendy helmet and big gun!

PRESENTATION	89%
GRAPHICS	91%
SOUND	88%
PLAYABILITY	90%
ADDICTIVITY	88%
Overall	89%

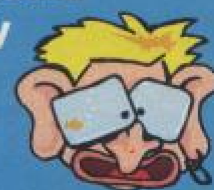
Biff

Beyond Belief • £3.99



• Oh look, a cloud with a gun (and they're coming to take me away ha ha). 'Nuff to send anyone ape!

Chimps are peculiar creatures. They spend all day eating bananas, scratching their bums and picking fleas out of each other's heads. IAN OSBORNE's completely bananas and partial to a bit of flea pie, so he got to do the review...





• Glassh-'opper do say stupid monkey should BOG OFF before he gets splattered by killer tea-bags!

Forget what you've been told in lesser publications, Biff's not a frog, he's an APE — and a rather cheeky one at that. He never tidies his room, is rude to his mother and wouldn't even join his family in a tea commercial!

Unsurprisingly, Mum's had enough — Biff's been booted out of his treehouse and left to fend for himself in the cold, cruel jungle (all together now — aaahhh!). Your task's to get Biff back into his mum's good books by performing a series of tasks in a *Dizzy*-style arcade adventure.

Those who've played the aforementioned Codies classics will instantly recognise *Biff*'s gameplay — guide the main sprite through umpteen rooms of platforms and ladders, solving problems to progress (or smashing your Speccy with a large lump-hammer if you can't).

BACKYARD BONANZA

Like any jungle, Biff's backyard's a dark and dangerous place — there's all manner of flora and fauna conspiring to keep him from appeasing Mumsie. Flowers uproot themselves and attack, birds do far more than crap on your head, and those baby dragons aren't as cute as they look!

Most baddies move aimlessly, just trundling back and forth (rather like Ian after a night on the town —Ed), but the puzzles and scenery are varied enough to prevent monotony.

You get one life and your apparently huge energy rating depletes at an alarming rate on contact with baddies — don't be tempted to ignore them for speed's sake!

SUPERB! SPIFFING! SPECTACULAR!

Biff's technically superb! The cheeky chimp features an amazing sixteen frames of animation, and the other sprites move well, too.



Clever use of shading makes brilliant use of the Speccy's limited palette. With far too many programmers taking the easy monochrome option, it's great to see a budget house stretching the Speccy to its limits. The presentation's pretty spiffing, with spectacular pre-game effects and a neat, efficiently laid out control panel.

Although the problems aren't as involved as those in the *Dizzy* games, they're far from boring — the game's off-beat sense of humour and huge dollops of character win through in the end!

After each problem's solved you're presented with an onscreen hint and the required object flashes, so you won't be left scratching your head too often.

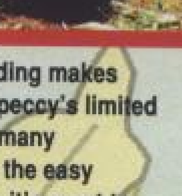
On the minus side, *Biff* depends too heavily on energy-depleting baddies, and I could've done without the comments culled from *Bill & Ted's Excellent Adventure*. Everywhere you go these days some pillock's saying 'Bodacious', or 'Most excellent' — it's getting on my nerves! Not that this stops *Biff* from being an excellent game!

It's great to see an arcade adventure that isn't a piddle-poor imitation of *Dizzy* — *Biff* has character and atmosphere all its own and is easily the best Beyond Belief release to date. Hopefully ol' monkey features will appear in more of their games and become a Spec-hero in the Dizzy/Blinky mould.

• 81%

MARK

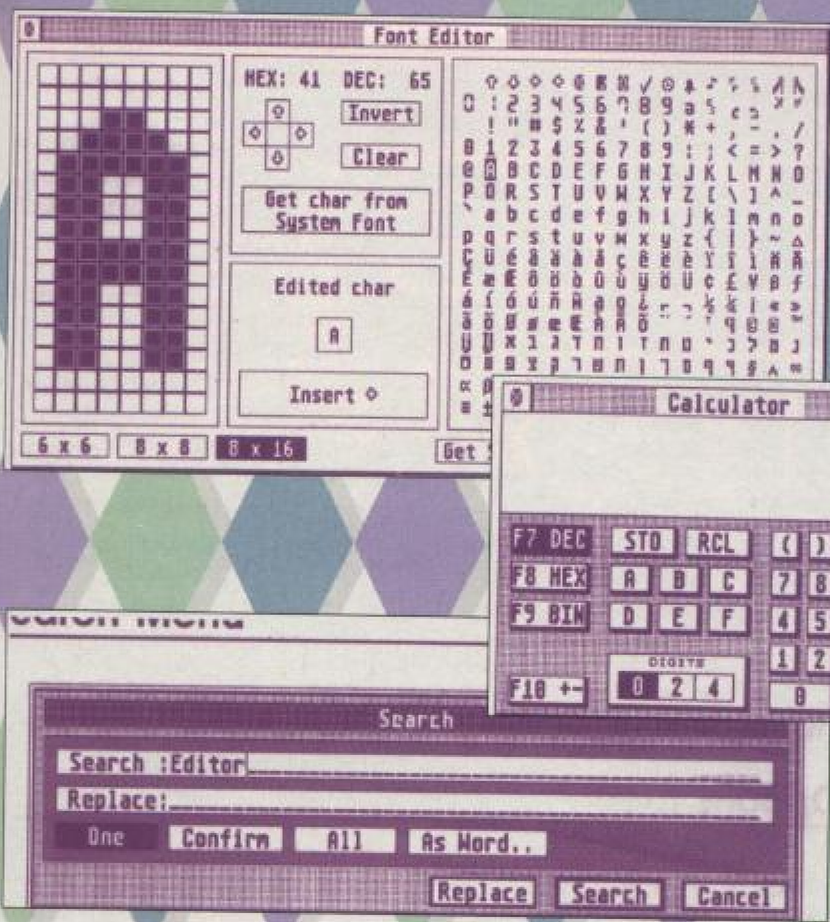
I must admit the first few words I uttered while playing *Biff* aren't suitable for publication. Most either rhymed with duck or hinted at dubious parentage. But after kicking Ian around the room a few times, the puzzles made sense and progress was rapidly forthcoming. What the programmer was on when he drew the character sprite I dread to think — it's supposed to be an ape but looks more like a large toad! The sprites and scenery are very colourful and this leads to a small amount of colour clash. On the minus side, the evil creatures take their jobs a bit too seriously. Biff's attacked with great enthusiasm and for many games he's brown-breaded within a few seconds, but practice soon sees you collecting the correct items and gaining Brownie points for a job well done. *Biff* will appeal to puzzle fans rather than 'blast anything whether it moves or not' freaks, but it's worth a look in either case. • 79%



Rating

Puzzle-powered monkey business that'll send you ape!

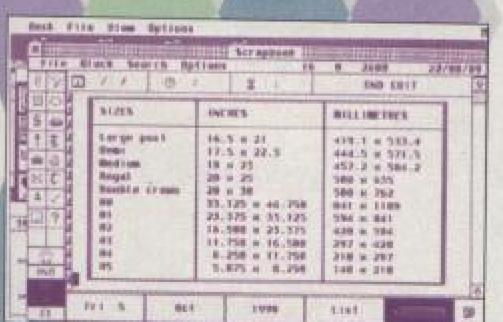
PRESENTATION	85%
GRAPHICS	80%
SOUND	73%
PLAYABILITY	74%
ADDICTIVITY	78%
Overall	**80%**



In conjunction with HiSoft we are giving away a COMPLETE, fully working, commercial version of the ultimate utilities package, Harlekin.

Worth over £45, Harlekin gives you complete control of your ST with a range of handy utilities and indispensable tools – and it's completely free on next month's ST User *cover disk*

Presenting Harlekin –



giveaway of the decade!





ALL of the ST's most popular utilities in one handy package

FREE *on next month's* **ATARI ST USER** *coverdisk*

Reserve your May issue of Atari ST User *NOW and make sure you don't miss out!*

Balls, Boots and Brains

Incentive ● £3.99 cass

A decent footballer needs skill, dedication, courage and a poncy haircut (I didn't know you played football, Al —Ed). But what it comes down to is *Balls, Boots and Brains* — have you got them or not? ALAN GREEN definitely has all three and is here to prove his worth...





● Rack your brains, bash those balls — I sure wouldn't like to be in his boots!

Fans of all types of footy are in luck with this four-pack of sport sims. As for that rude sounding title — all the sports involve balls (tee-hee!), you need boots to play them in real life, and presumably a brain to do especially well (but that never stopped Bill Beaumont, so who knows?).

The Double and *Rugby Boss* are management games. 'Oh no, not again!' I hear you scream. Yep, this wave of football games is still on the rampage for some reason beyond the understanding of the universe. Why, oh why, oh why?

FIRE EXTINGUISHER!

Wait before you burn this review and allow me to decimate them. *The Double* follows a long tradition of amazingly boring games. With instructions as long as your arm (if it's *really* long, that is), it claims to be the most realistic and controllable of its kind.

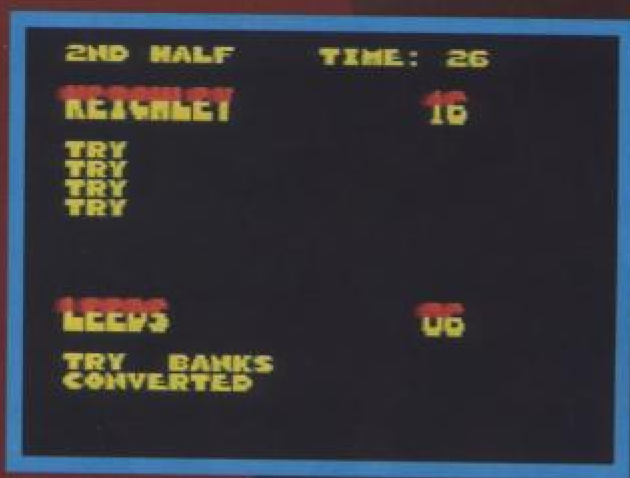
It boasts 65 teams and thousands of players, each with individual characteristics, and every other conceivable factor that goes into the making of a footy manager (except for the scandalous stories, worse luck).

It's so bloomin' complex the whole thing's snail-pace slow and scores as one of the dullest games yet, even among other sims/strategy games. You don't see matches, just stare at a teleprinter for the final scores.

Rugby Boss is similarly deathly. Absolutely no action at all, and very little thought required (flip, it's just like the real thing!).



● Oh look there's one of those plonkerish reportery peeps — methinks he's telling porkies!



● Booorrrring! Who ever took these screen shots certainly knows how to be Mr. Interesting!

'WHO ARE THEY?'

This painful compilation's worsened further by *Australian Rules*, a 'playing the match' simulation which doesn't sound too bad at first. Unfortunately, it's just a load of little red and blue blobs charging around after a totally humungous ball (almost twice as wide as the players — and judging by Bill Beaumont, well...). You can't help but think the programmer couldn't give a XXXX.

Finally, there's *Soccer Challenge*, where you prove yourself worthy of your fave team (yippee, I'll be centre-forward for Akrington Stanley yet!).

This involves practicing various soccer skills and completing an assault course. The only assault course you're likely to encounter is against you're poor Speccy when you get racked off with this bunch of naff games.

Challenge is a touch above the rest, with passing, tackling, dribbling (over the keyboard, possibly) and penalty taking to master, all requiring some skill to suss.

Despite the measly price, I doubt even the footy-maddest will wet their panties in excitement. The 'brainy' sims are fantastically dull and the other two are just crap.



● Oh look at these incredibly interesting blue and red blobs. The height of Speccy graphics (ha ha).

Rating

THE DOUBLE	40%
RUGBY BOSS	39%
AUSSIE RULES	36%
SOCCER CHAL	48%
Overall	**38%**

TNT II

Double Dynamite

Domark • £12.99 cass

Is *TNT 2 — Double Dynamite* the most explosive compilation ever, or has it got half the blasting power of a damp firework? We sent IAN OSBORNE to investigate.





• STUN RUNNER — One quick and easy way to go blind! Playing Stun Runner is the same as poking your pupils with a red hot poker!

TNT 2 — Double Dynamite has a lot to live up to: it s predecessor was rather brill. Has it got what it takes to blast aside the opposition, or will it bomb? I think we should be told...

Skull and Crossbones is a tale of piratical pillage and plunder — slash your way through eight levels of monotony, disembowling baddies en route.

Pity it's such a dreadful game — you'd have more fun walking the plank or getting hauled round the keel. A bog-standard hack-'em-up with nothing to set it aside from the other three million on the market, how it scored 73% in issue 88 is beyond me.

There's no skill involved — all you do is stand in front of a baddy, hit the fire button until he dies, then find the next baddy etc. To make matters worse, your sprite regularly turns his back on the enemy!

The sprites are fairly well drawn but look like morris dancers when fighting and backgrounds are disgusting! I know the Speccy isn't exactly brilliant when it comes to colours but a little shading wouldn't have gone amiss.

HYDRA

It's the 21st century and world leaders seem to have lost their marbles! Not only have they allowed a terrorist called The Shadow to take control of the skies and seas, but when an important package needs transporting through hostile territory, who do you think they send? Just you! Either the package wasn't so important after all, or your boss found out about the incident with his wife, a garden hose, and the jelly baby at last years' Christmas party!



• ROBOT MONSTERS — Stomp about the strange planet saving wimmin!

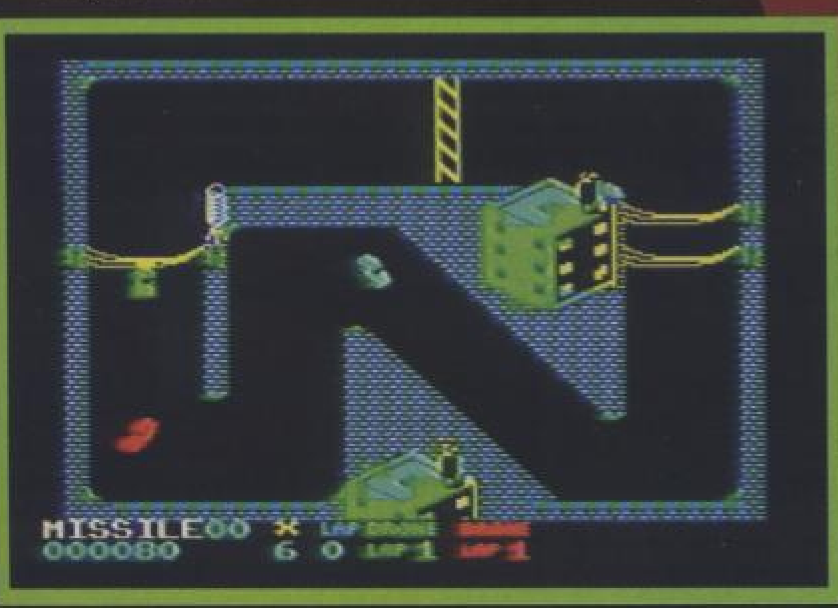
Unfortunately, the game's just as bad as the plot, but this time you won't be laughing. Although set on a river, no attempt has been made to create a water effect — you could just as easily be driving along a road.

The graphics are awful: the river's just a solid strip, the scenery blocky and boring, and the sprites are so poorly defined it's hard to tell the baddies from the power-ups!

BADLANDS

Mark told me if you remove the word 'lands' from the title, you get a fair description of the game. A multi-player racing game viewed from above, *Badlands* is basically a *Super Sprint* clone, even down to the spanner power-ups. The only attempt at updating gameplay is a cannon mounted on each car, which temporarily slow down opponents. The computer-controlled vehicles have them but they're never fired.

Control is the standard left/right rotation with the fire button as an accelerator. This is always awkward until you get the hang of it, though *Badlands* handles better than most.



• BADLANDS — Bad Lands — sounds a bit like some areas of Ludlow, mentioning no names for fear of a sore head!

STUN RUNNER

Is this the worst coin-op conversion ever? It was great in the arcades, with *sooo* much character and atmosphere! Trouble was it featured a massive sit-on cabinet so few arcades bothered to stock it.

The Speccy version's a disaster. The main sprite looks like a curling stone with water wings, and the tunnel effects give no feeling of speed or even movement. The screen looks more like a backdrop from a badly filmed Sixties rock concert than a computer game. Playing it for more than a few minutes makes you feel physically sick, and that's not a facetious remark.

ROBOT MONSTERS

With its B-movie plot and ridiculously long title, *Escape From The Planet Of The Robot Monsters* is one weird game. The Reptilions have invaded 'Synthetic Industrial Planetoid X' and enslaved the human inhabitants, forcing them to build robots for the planned invasion of Earth. Your task (as if you hadn't guessed) is to shoot the baddies and rescue the humans.

A shoot-'em-up in the *Commando* mould, *Robot Monsters* plays fairly well. The small sprites are ideally suited to the gameplay, even though some of the robots look like the Weetabix crew. The bullets are well defined, which is a blessing — there's nothing worse than the 'disappearing bullet syndrome' (except being force-fed three hundredweight of stewed prunes).

Scoring 90% in Issue 62, the gameplay's dated considerably since then. It's well executed but too samey to hold your attention for long.

TNT II — Double Dynamite comes highly recommended — to programmers who want an example of how not to write computer games!

Rating

SKULL & CROSSBONES	58%
HYDRA	49%
BADLANDS	69%
STUN RUNNER	25%
ROBOT MONSTERS	73%
Overall	**54%**

Jimmy's Super League

Beyond Belief • £3.99

Why do they bother? If you've seen one footy management sim you've seen 'em all! It wouldn't be so bad if *Jimmy's Super League* added something new to the genre, but it's just a straightforward rehash of old ideas — and not a particularly good one at that.



• Wooh! Jimmy Jimmy, Jimmy Jimmy, you know your much to wild for this town...

Upon loading, quelle surprise, pick your team. The screen takes ages to update as you cycle through endless player files and you're only allowed to select eleven men — in case of injury, tough luck 'cos you haven't got a sub! The files are well set out (a nice mugshot of each player) but the colours are hideous — they look like the demented offerings of a frustrated art student.

When you've selected your team it's on to the game. There's no animated representation of the match whatsoever — you just sit watching the clock and reading the match commentary. Aaarrggghhh!! The only thing that moves is the commentator's mouth!

All the usual features are here, such as transfers, injuries, morale etc, presented through icon-driven screens and menus. The graphics are pretty awful, though, and the whole thing's so slow it made me want to throw the tape at Lucy in frustration (Ian 'Stain' Osborne's cruising for a bruising, methinks — Ed).

Nicko gave it's predecessor, *Jimmy's Soccer Manager*, 30% in Issue 96 and *Super League* is basically an attempt to sell the same game twice. Dodgy graphics, dull gameplay and hellishly slow running speed make it a real stinker. And who the hell's Jimmy, anyway?!



Rating

PRESENTATION	30%
GRAPHICS	21%
SOUND	20%
PLAYABILITY	25%
ADDICTIVITY	15%
Overall	32%

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Splat!

SAM, Revelation/Incentive • £9.99 disk only

Fancy getting plastered all over a garden hedge, drowned in a river or completely lost within a vast and hostile maze? ALAN GREEN's a bit of a closet masochist so he 'volunteered' to enter the labyrinth and check it all out...





● Round and round the mulberry bush like a jar of jam, then you fall down on your face, blimey that hurt — damn!

Cripes, the very thought of negotiating any sort of maze makes me go all weak at the knees (not to mention the head, but that's nothing new —Ed). I have enough trouble finding my way back from the toilet to my CRASH desk let alone navigating some immense version of Hampton Court gardens (that explains the soggy chair —Ed)!

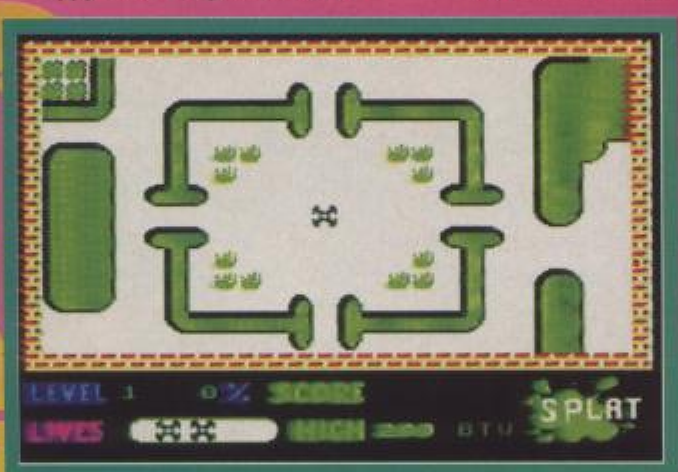
In *Splat!*, the aim's to explore, survive and eat grass. Sounds like a Sixties' hippy in search of true liberation to me, but that's what you, as Zippy, have to do.

You trundle around the maze, dodging all sorts of trouble and grazing on the patches of lush, green grass. No, you're not a cow, but Zippy sure ain't gonna win on the beauty stakes — he's just a cross! Not a lot out of ten for inspiration, methinks.

DIFFERENT MACHINE, SAME GAME

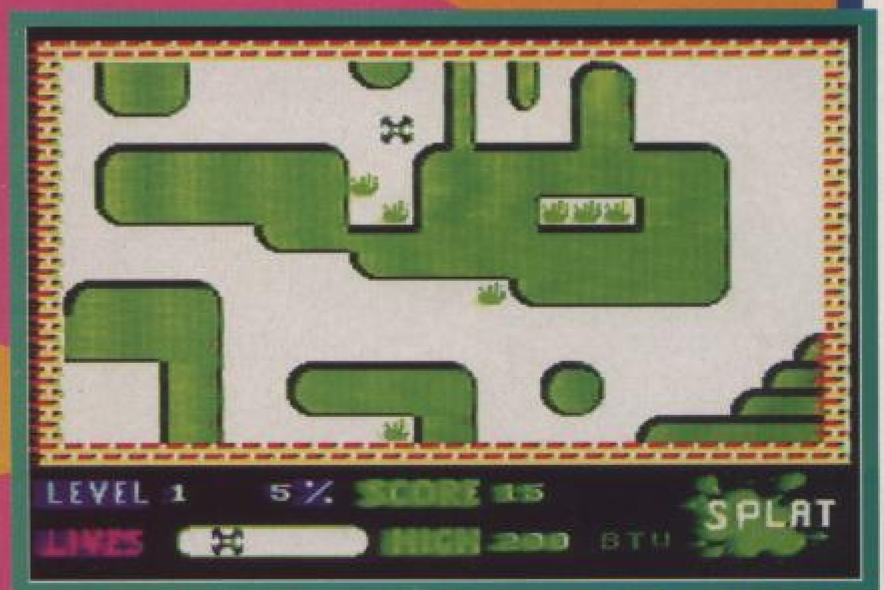
The maze isn't exactly ordinary — hedges and walls automatically scroll as you play. And they're nasty, too, 'cos if Zippy touches one, it's SPLAT! — one dead cross (crucifying stuff, eh?). There are also spikes, running rivers and all kinds of other obstacles to avoid.

Grass keeps the little chap going but for nutritional variety there's the odd plum scattered here and there (I reckon he gets a better diet than our Pot Noodle-chomping CRASH crew).



● Everyone's got their cross to bear but actually being one must make you cross!

Seasoned Speccy owners will remember Zippy's exploits from the original. It's so old CRASH wasn't around when it was released (we're talking prehistoric!) but was considered a right royal corker for its time. This version, many years later and on a vastly superior machine (don't gloat, SAM owners!), is unfortunately pretty much the same.



● A-MAZING stuff peeps. Lets's all play running round aimlessly for hours, bashing our heads on environmentally friendly walls!

Aside from Zippy's lack of charisma, the rest of *Splat!* is also fairly dull. All the 'action' is depicted in a regressively crude blocky manner, and I've seen a more exciting choice of colours on an ancient Binatone console!

TERRIBLE LOOKS, GOOD GAMEPLAY

The randomly scrolling maze moves about as smoothly as a grasshopper, jumping from one position to the next in a frenzy of unpredictable movement. It's so hard to keep your attention on this migraine of a screen you'll probably get splatted in no time at all.

The SAM version has a wistful little ditty that plays away to all this graphic mess, plus there's a snippet of digitised speech, but it's only Zippy going 'Yippee!' at the end of each level.

That said, it can be quite addictive. You've really got to think fast if you want to survive all seven levels and escape from this vicious place.

At the end of the day, I'd try and get hold of the old Speccy one — it's just as good and plenty cheaper. ● 60%

MARK

Who'd have such a stupid name as Zippy (apart from the rugby ball-headed creature in *Rainbow*)? Sad to say, the very unlikely hero of *Splat!* would. I don't agree with Alan that this game is a pile of old tosh. Okay, it may not look much but you're soon swearing like a trooper (or Lucy with a hangover) once the action hots up. Graphics are very sparse but once the screen starts scrolling the backgrounds are your last worry. Sound is impressive, with an in-game tune that warbles pleasantly to itself and an amusing 'Yippee!'. You don't just have to avoid being splatted either, there are plenty of bonus items lying around waiting to be picked up. Overall, *Splat!*'s worth the ten quid price tag, though I'd have been happier if it had appeared on a budget label. ● 80%



Rating

More of the same oldie with just a touch extra

PRESENTATION	65%
GRAPHICS	59%
SOUND	81%
PLAYABILITY	66%
ADDICTIVITY	71%
Overall	70%

Bats 'N' Balls

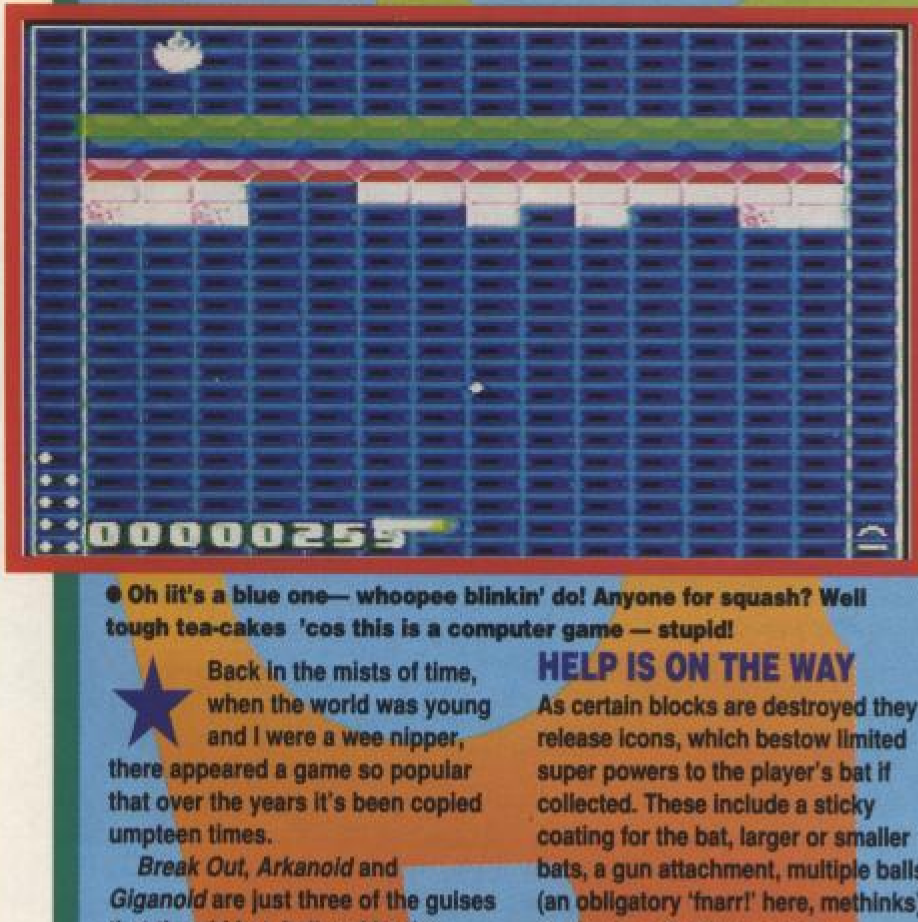
SAM, Revelation • £9.99 disk only

Doctor doctor, I'm being haunted by ancient computer games. What do you mean I'm suffering from *Break Out*itis? You want me to play *Batz 'N' Balls* four times a day to cure it... okay. MARK CASWELL does a jump to the left and then a step to the right to enter a handy time warp and play the game...





• Oh cosmic stuff maaaa-. Come on darlings whack those balls — don't let the block 'eds get you down!



• Oh iit's a blue one— whoopee blinkin' do! Anyone for squash? Well tough tea-cakes 'cos this is a computer game — stupid!

Back in the mists of time, when the world was young and I were a wee nipper, there appeared a game so popular that over the years it's been copied umpteen times.

Break Out, *Arkanoid* and *Giganoid* are just three of the guises that the old bat, ball and loadsa walls games have taken. And *Batz 'N' Balls* is the latest of the genre.

BOUNCING BALLS!

You control a bat which moves left and right at the bottom of the screen, and the idea (for those who've been off-planet for centuries) is to bounce a ball up the screen and destroy different coloured blocks.

You start with a ball on the bat and ten extra balls in reserve (you never know when you might need replacements with our Ed). There are five rows of blocks, some destructible with a single hit while others need whacking several times before disintegration.

HELP IS ON THE WAY

As certain blocks are destroyed they release icons, which bestow limited super powers to the player's bat if collected. These include a sticky coating for the bat, larger or smaller bats, a gun attachment, multiple balls (an obligatory 'fnarr!' here, methinks) and an icon that bounces the ball off the bottom of the screen. Of course, if the ball slips past the bat without a bounce icon, a life (ball) is lost.

The brick wall ain't your only problem, though. There are plenty of small creatures that appear at the top of the screen and make life hell when you break through the top bricks. Their main purpose is to either block the path of the ball or the player (major flippin' headache).

When all the blocks are wasted the player moves to the next level to whack them balls around (I'll resist the temptation).

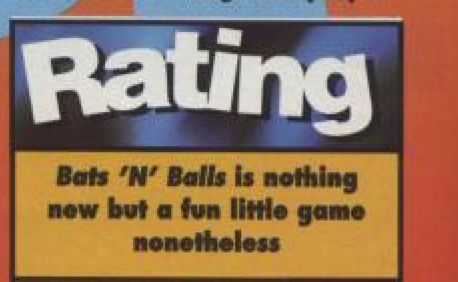
STEP FORWARD, SAM

I've been on the computer scene a long, long time and I've seen these *Break Out* clones come and go (along with several civilisations). But as this is first time this genre has appeared on the SAM, I'll forgive Revelation.

I've always been a sucker for this game type and there's no doubt *Bats 'N' Balls* is very good. It's colourful (positively eye-warping in places) but the backgrounds don't change very much, just blocks, blocks and more blocks.

At last the SAM's catching up with the rest of the gamesplaying world, and about time if you ask me.

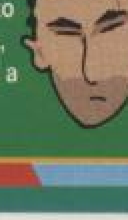
• 82%



• It takes a very steady hand and wits of steel — tough luck peeps!

ALAN

Here we go with *Break Out* one more time. This has got to be the fastest, most souped-up version to date. The grand-daddy of video games has sure come a long way since those prehistoric early days, many years BC (Before CRASH). Far removed from that leisurely game we all know and love, here there's all kinds of things going on as you try to knock the blocks off. Super stuff except it's so action packed that it's too bloomin' hard. The ball(s) shoot around at speeds in excess of Jim Davidson's driving and bounce off the blocks at angles even Stephen Hendry never knew existed. Mastermind concentration (and a fair bit of luck) is needed just to keep the ball up, let alone find time to grab those bonus bricks, zap the Space Invader thingies and so forth. And to make things even trickier, some of the bricks are the same colour as the background so you need an eagle eye to be in with a ghost of a chance. Nonetheless, gamesmasters and masochists alike may like to give it a bash. If you can handle the stress, that is. • 76%



Rating

***Bats 'N' Balls* is nothing new but a fun little game nonetheless**

PRESENTATION	80%
GRAPHICS	82%
SOUND	85%
PLAYABILITY	81%
ADDICTIVITY	79%
Overall	**79%**

Stick your hard-hat on for Manic Miner

SAM, Revelation • £9.99 disk only

Manic Miner's so old it was probably played by primitive man in his mud hut — it hasn't even been reviewed in the hallowed pages of CRASH. MARK CASWELL resists the temptation to crack any 'minor willy' jokes as he enters the catacombs under CRASH Towers...

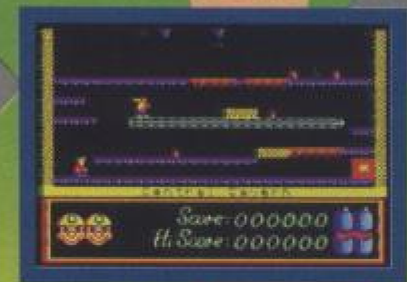


Surbiton must be the most famous town in the country (after Milton Keynes, of course). Not only was *The Good Life* filmed there, it's also where *Manic Miner*'s set.

As the Speccy version of the game was released a decade or so ago and my memory ain't what it used to be (who am I? what am I? why is the Ed brandishing a machette?), here's the basic plot.

IT'S A GOOD LIFE

Miner Willy's in the catacombs below Surbiton (as dug by Tom and Barbara Good while chasing their goat one Sunday afternoon) and can't go back the way he came. But there's a light at the end of the proverbial tunnel (the 3.58pm London to Birmingham, methinks): if Willy can



conquer the 60 caves (three sets of 20) that stand in his way, peaceful Surbiton life will be his once more.

Life ain't that simple, though (and don't I know it, mutter, moan, whinge). There are plenty of creatures out to make sure Willy earns his angel harp and wings.

You start in one of three sets of caves, each more brain-boggling than the last. In each cave there are a set amount of objects to collect, while dodging weirdo creatures in the process, of course.

ALAN

'Oh no,' I thought, 'not another crap remake of a dust-covered antique game.' It's many a long year since Miner Willy got stuck down that mineshaft — apparently rescue attempts have been abandoned. So here he comes to battle the Kong beast and dodge ostriches yet again. And it's extremely similar to the original Speccy release. (Cue a communal groan from all frustrated SAM players who know their wonderful machines can do so much more than this.) But hold on a mo before you jump off that tall building with SAM in hand — *Manic Miner*'s still a blinkin' good game. Those 40 extra levels are all as mad and brain bashing as the original ones, so this is three times as good a game. Not bad, eh?



246%. Well, I said it's three times as good as the original, didn't I? Oh, all right then: • 89%



• Didn't anybody teach this rude disembodied hand that it's rude to point? Who cares, cue the Willy!



• Choo! Choo! All aboard the Willy train — Oh no the bridge is gone poor old Willy can't carry on!

BLUE FACES, AHOY

There's another obstacle in the guise of limited air — take too long to complete a cave and you'll asfix... aspix... oh sod it, suffocate.

Once all the objects are collected in a cave, the exit flashes (and is arrested for indecent exposure), so enter the warp to attempt the next.

Revelation may seem to be scraping the bottom of the barrel this month but their three offerings are all classics. *Manic Miner*'s probably the best of the lot, especially as the programming team have added 40 caves to the original 20. I wholeheartedly agree with Al — the overall mark should be tripled.

The gameplay's just as tough as in the Speccy offering of yesteryear. The risk of falling foul of the many traps in the game, as well as asphyxiation if you're not fleet of foot, add great angst to the proceedings.

Manic Miner's tough, make no mistake about it, but it's a darn good game no self-respecting SAM owner should miss.

• 87%

Rating

Do the time warp with an all-time classic platform game

PRESENTATION	85%
GRAPHICS	83%
SOUND	80%
PLAYABILITY	84%
ADDICTIVITY	86%
Overall	**88%**

CrashBack

Stunt Car Racer

Kixx, £3.99 cassette

It's the future (well it isn't really, but let's pretend — let's pretend, can you play at... ahem) and a new breed of motor sport is very popular. Stunt car racing takes you to a massive, roller coaster-style track only the certifiably insane (or CRASH reviewers) would attempt. And three guesses who one of the drivers is (you mad, impetuous fool, you!)?

But first comes the prerequisite options screen. Choose single or multi-player and whether to practice or enter the race proper (first-time players are advised to practice). The ultimate aim of the game is simple: to rise through the ranks from the bottom of the fourth division to the top of the first.

There are two tracks in each division. In four there's Hump Back and Little Ramp, three has Big Ramp and Stepping Stones, Roller Coaster and High Jump in two and the first division features Draw Bridge and Ski Yoghurt. Err, Jump.

However many human players there are, each race is against a computer-controlled car. You're presented with a driver's eye view of the course so the track and huge V8 engine that powers the vehicle are visible.

To move up the drivers' chart you have to win as many races as possible, so toe the gas pedal and drive like a bat out of hell (and be gone when the morning comes... or something like that). The car's capable of a skull-mangling 300mph, but driving like a lunatic damages the car — as does pranging it into the ground at warp speeds (surprised?).



I loved *Stunt Car Racer* when we reviewed it back in Issue 72, and it's just as good today. There's a real feeling of movement but the background's sparse — though one doubts you'd see a lot at these speeds anyway.

Stick a large saucepan on yer bonce and buy *Stunt Car Racer* today! (Try in vain to get the bloomin' thing off your head and go to the casualty department tomorrow!)



Rating

PRESENTATION	80%
GRAPHICS	78%
SOUND	74%
PLAYABILITY	81%
ADDICTIVITY	79%
Overall	84%

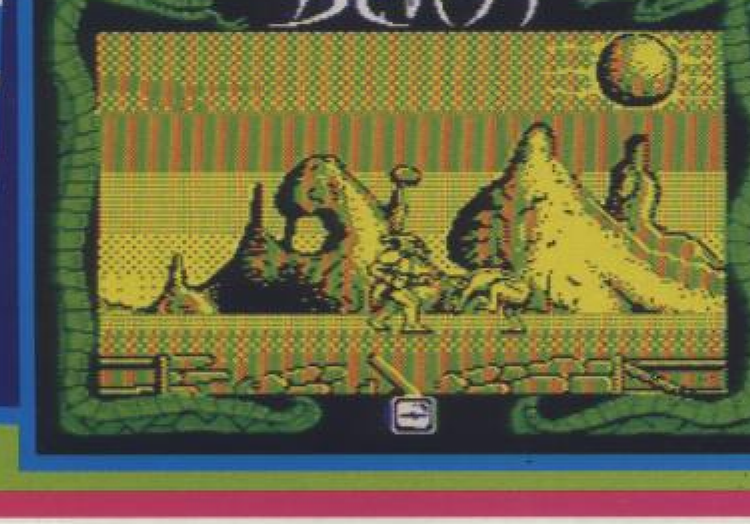
Shadow Of The Beast

In most buckle-swashing games there's a despicable bad guy. Y'know, the bloke who wears a black cape and twirls his huge handlebar moustache while cackling in a nefarious fashion (a bit like our esteemed Ed, actually).

Sadly, *Shadow Of The Beast* doesn't fall into this category, but there *is* a villainous baddy. The Beast Lord's his handle and for years he's created strange creatures from old cornflake packets and assorted squeezy bottles to guard his stronghold. Okay, we lied — they were actually transformed girly-wimp humanoids.

You play one such victim, kidnapped as a nipper and transformed into your present beastly form. You've recently recalled your past life (after a hard knock on the head from aforementioned squeezy bottle) so you're out for revenge.

Hold onto your hats, folks — it's kick-arse time! (Quelle surprise.) If you destroy ol' Beastie in his distant fortress you revert to your true self (I'd stay as you are, Corky —Ed), but before giving Beastie a good biffing there's a long yomp across the lands bordering his domain.



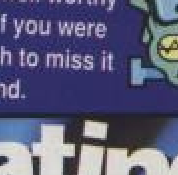
You're attacked by myriad ruthless creatures, but you ain't defenceless. Use your fists and feet to bash your way to collectable items such as keys (to open doors), potions (a la *Alice In Wonderland*) and a wide range of explosives and blunt instruments to give your extremities a rest.

Keep an eye on the energy meter — every hit that registers speeds up your heart rate. Eventually it explodes, killing you. Luv'ly.

Entrances to underground caverns aren't too difficult to spot, especially as they have a bleedin' great 'ENTER' sign above them. It's generally in these dark, dank places that the end-of-level-guardians are lurking. These are huge *phrrrt*-inducing monstrosities that love nothing more than playing football with a failed hero's head.

Gremlin deserve a huge pat on the back (no, not of the cow variety, stupid) for cramming a 16-bit game into the Speccy. Although they're monochrome, the sprites and backgrounds are ace, a real credit to the programmer (gawd bless ya, guv). The only bugbear is it's difficult to spot some of the meanies on the mono backgrounds.

Overall, *Shadow Of The Beast* is well worthy of purchase if you were stupid enough to miss it first time round.



Rating

PRESENTATION	90%
GRAPHICS	89%
SOUND	87%
PLAYABILITY	90%
ADDICTIVITY	88%
Overall	90%

Rainbow Islands

A CRASH Smash



Hit Squad, £3.99 cassette

It's back!! The game voted the absolute BEST ever in the CRASH Top 100 classics — and we all know how many there've been over the years.

Rainbow Islands pipped other rip-roaring games to the Number One spot on the grounds Lucy likes rainbows. But don't let this dampen your ardour (madam) — it's an absolute corker, and now it's a mega-bargain too!

You help Bub and Bob, the heroes of *Bubble Bobble*, who get more than they bargained for during their holiday to the Rainbow Islands. Some wicked old &%@£$ known as Baron Von Blubba has nabbed all the natives from these beautiful isles. So Bob and Bub get stuck in, battling through seven isles, each with its own theme.

Starting on Insect Island, where you're attacked by all sorts of creepy-crawlies, there's Monster Island, Toy Island, Robot Island and many more. All contain oodles of platform action levels with loadsa surprise bits and end-of-level baddies.

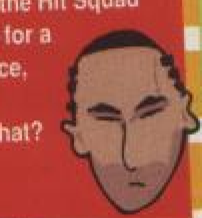
You leap around firing little rainbows everywhere, creating a very pretty scene (like *cosmic maaaa-n!*). Never have you seen such colour moving around so smoothly on your humble Speccy.

There's so much going on all the time, positively overwhelming you with psychedelia and cuteness. And it's super fast too, everything zipping around at high blood pressure-inducing speeds yet animated as smoothly as you're likely to see.

The sounds are similarly startling. Judy Garland would be proud of the Speccy's rendition of *Somewhere Over The Rainbow*, and they must have got the Wizard of Oz himself in to program some of those wicked sound FX on the 128K version.

If that isn't enough to make you drool, *Rainbow Islands* is one of the most original and addictive games ever to grace us with its presence. You've never played anything like it; it's such a cracker you could be hooked to it for indefinite lengths of time.

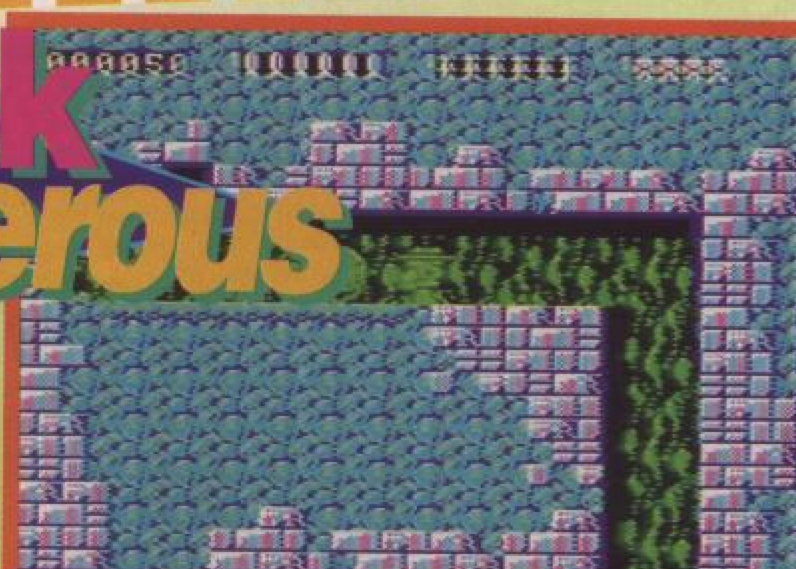
Those yet to get themselves completely square-eyed on it are heartily recommended to get stuck in ASAP. And now the Hit Squad are releasing it out for a bargain budget price, only a fool would ignore it (ignore what? —Nicko).



Rating

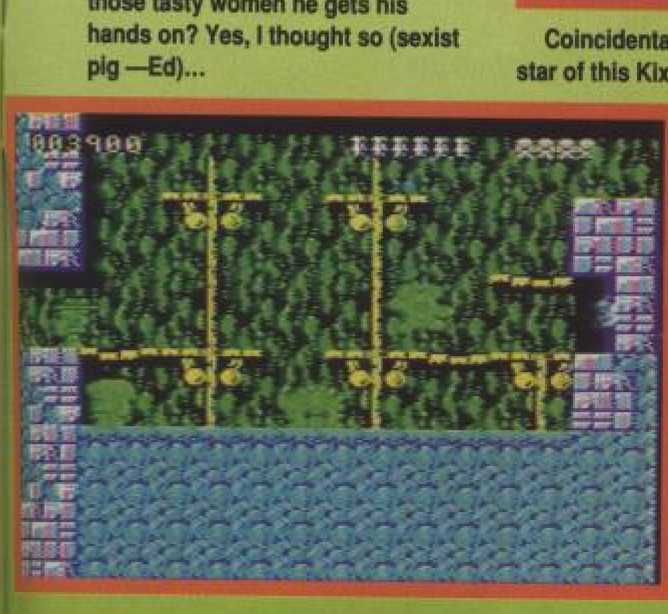
PRESENTATION	90%
GRAPHICS	94%
SOUND	93%
PLAYABILITY	94%
ADDICTIVITY	93%
Overall	94%

Rick Dangerous



Kixx, £3.99 cassette

Ever wanted to be Indiana Jones? All those courageous missions in mystical lands, dealing with priceless treasures thought only to exist in legend. No? (Got it in one —Prod Ed.) Well what about all those tasty women he gets his hands on? Yes, I thought so (sexist pig —Ed)...



Coincidentally, Rick Dangerous, star of this Kixx corker, fits the Indy mold exactly and you can slip into his shoes for a taste of the action. Taking time off from his devotion to stamp collecting (well, nobody's perfect), he cruises above the Amazon jungle in his trendy go-fast plane then realises he's forgotten to fill up at the fuel station. What a plonker!

Forced to crash land, he finds himself in a vast and hostile land, armed with only a handful of weapons (don't you just *hate* it when that happens? —Ed). It's the kingdom of the Goolu, the vicious guardians of an ancient Aztec tomb crawling with foes and booby traps. But there's treasure in that there tomb, which Rick's got to get his greedy hands on.

You guide the unfortunate bloke through this multi-screened platform affair using just a gun, a trusty stick and some dynamite. Not a lot, considering the vicious traps awaiting you.

There's the good old rolling boulder for starters, poisoned darts, walls of flame and oodles of Goolus, who ain't too happy about you half-inching their nest egg from the temple.

It's a big old game — 85 screens, each with some new problem to baffle your brain cells. The traps are well thought out, requiring quick thinking to conquer, often involving ingenious use of your weapons.

Rick Dangerous is great fun to play, if a little on the tricky side, with a rainbow of colours and atmospheric bleeps to get you into the swing of things. With a cheapo price tag, those who fancy a bit of dangerous living could be in for more than they bargained for!



Rating

PRESENTATION	77%
GRAPHICS	79%
SOUND	70%
PLAYABILITY	71%
ADDICTIVITY	75%
Overall	76%

CrashBack

Ghouls 'N' Ghosts



Kixx, £3.99 cassette

Whoooo! It's the boogie man and he's coming to get ya! (Are you absolutely *sure* there isn't something hiding under your bed?) For those who aren't scared of things going bump in the night (such as Nicko after eating vast quantities of cheese before bo-bo time), read on…

You are the bravest of knights, Arthur, a mellow kind of chappy until his girlie gets captured (oh whoopee-doo, another blinkin' girl's blouse — Ed). Whacking on the shiniest suit of armour in his wardrobe, he leaps to the rescue.

Problem is, he's got half of hell between him and his loved one: battling his way through five horrific levels he meets more zombies than ol' Wacko Jacko in the *Thriller* video!

Arfur sets out with lance in hand, across scrolling landscapes, pursued by particularly amorous ghosties, chased by the undead, and if he's especially unlucky, he might get grabbed by the ghoulies! (Cue high-pitched squeals —Ed)

Should he touch any of these nasties, his armour falls off, leaving the poor chap in his undies. Any contact after this initial embarrassment and our hero becomes a crumpled pile of bones.

Birthday suit aside, he's got a few tricks up his sleeve to deal with the menaces: firebombs to singe the suckers, axes to cleave craniums and daggers to stick to 'em. There's also handy things in the odd treasure chest, but these sometimes contain mad wizards who turn him into a duck.

The scenery's beautifully drawn — ruined tunnels, a flying carpet scene, a cave made entirely of skeletons — as you approach the castle to rescue the princess.

My only gripe is it's really hard, and the way you're returned to the start of each level when you lose a life is bloomin' frustrating. Nonetheless, as well as having fab graphics and triff sound (especially on 128K), it's a compelling and addictive platform romp.



Rating

PRESENTATION	88%
GRAPHICS	87%
SOUND	80%
PLAYABILITY	86%
ADDICTIVITY	84%
Overall	**85%**

Last Ninja 2

Hit Squad, £3.99 cassette

Life's a major downer for Armakuni lately. There he was in 12th century Japan, having a whale of a time as a ninja master, when an evil Shogun named Kunitoki threw the proverbial spanner in the works, wiping out most of Armakuni's chums…

As if this wasn't enough, a great pulsating light enveloped him, magically transporting him to present day New York. Strewth! Wotta pain! Thing is, that rascal Kunitoki has made his way there, too. So the battle continues…



Finding himself in Central Park with nothing more than his raw ninja skills, Armakuni soon finds himself in a spot of bother. All the parkies are out to get him, as are the local coppers!

He runs around the many screens dodging or confronting attackers while searching for scrolls, keys and weapons. If he can escape the park, it's press the play button time (yes, it's a multi-loader, even on 128K) and on to five other levels.

There's the streets of downtown Manhattan, the sewers, an opium factory and an office (gasp, surely not such a dangerous and despicable place as this!) before the final confrontation in Kunitoki's retreat.

There's tons of arse to kick, all in 3D perspective, and the moves at your disposal are numerous. Consequently, control's tricky to master.

But don't panic if you can't stop performing backward somersaults and jumping off high ledges at first. In time, the way of the ninja comes to you, revealing a truly amazing game.

Even by today's standards, the graphics are quite something. Armakuni's acrobatic movements and weapons certainly bring out the kung-fu in you. The vast map of scenery is detailed and realistic, and there are nifty sounds and tune into the bargain.

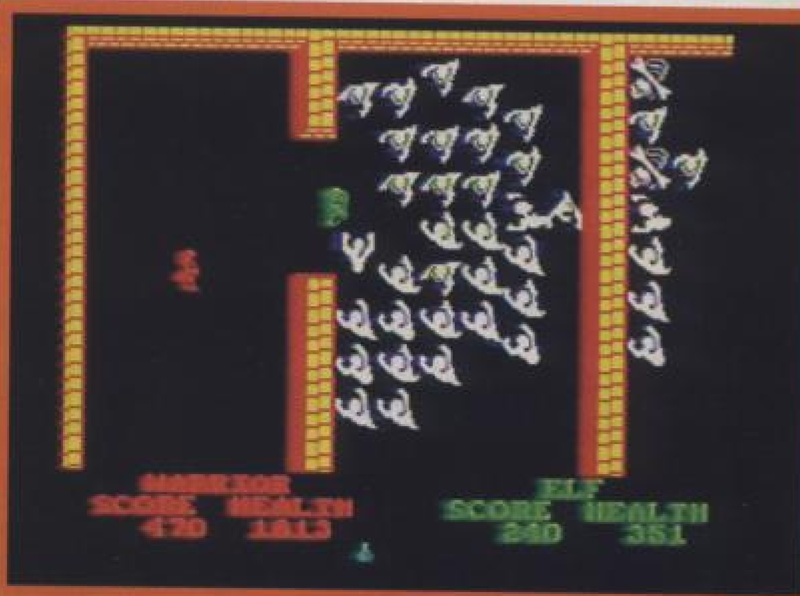
Last Ninja 2's a scream once you've sussed out those overwhelming controls so git yer black belts on and kick some butt!



Rating

PRESENTATION	82%
GRAPHICS	86%
SOUND	79%
PLAYABILITY	75%
ADDICTIVITY	83%
Overall	**81%**

Multimixx 4



Kixx, £3.99 cassette

Once you could walk into an arcade and guarantee seeing a four-player *Gauntlet* machine. For some reason no one ever wanted to control the elf, Lord knows why 'cos he's the fastest character (being a little squirt with a pillocky name like Questor probably had a lot to do with it).

Now Kixx have rereleased *Gauntlet, The Deeper Dungeons* and *Gauntlet II* on one compo, so the scraps over who plays which character can start all over again!

For those unfamiliar with the *Gauntlet* plotline, a party of three heroes and one heroine are lost in a maze of dark and dank dungeons. Thor the Warrior, Thyra the Valkrie, Merlin the Wizard and Questor the Elf must battle their way to freedom past stacks of weirdos.

Some, like ghosts, grunts, demons and lobbers, are easy-peasy to splatter. But the likes of sorcerers, acid puddles and me old mate 'Desmond' Death to take more than a few potshots to conquer.

But beware, 'cos contact with the phantasmagorical denizens lowers the old energy level. Food and drink (but no fat chef) are scattered around the place so pick 'em up quickly to give your health a boost.

To escape the nasty old spooksome dungeons, the fab foursome (liar — Thyra looks nothing like Ringo Starr! —Ed) collect the keys lying around and find the exit tiles lurking in each dungeon. These lead to the next or a later level (usually specified), but some move around and others are red herrings, painted tiles that are a right royal pain in the posterior.



I loved the arcade versions of both *Gauntlet* and *Gauntlet II*; indeed, at the time of review *Gauntlet* received a wopping 92%. But time has sadly taken its toll, and in the light of the isometric splendour of *Gauntlet III* this package is rather dated.

But three games for four quid is still good value if you missed them first time around. Hack yourself a slice of coin-op history!



Rating

GAUNTLET	79%
DEEPER DUNGEONS	80%
GAUNTLET II	81%
Overall	**80%**

3D Pool

Kixx, £3.99 cassette

Pool nuts get well ratty if you say their hobby's the sign of a misspent youth. What do they expect? The only place you find full-sized tables is in the boozer! Even then they're not level, the cloth looks like a dog's wiped its bum on it and the cues are either missing a tip or banana-shaped!

Luckily, those jolly nice peeps at Kixx have rereleased *3D Pool* so you can enjoy the fun without the passive smoking and drunken slobs!

Dispensing with the bog-standard overhead view, *3D Pool* features snazzy Freescape-type graphics, allowing full 360° perspective around the table and eye-level view.



It's impressive stuff on first play — you spend more time walking round the table than playing shots (Terry Griffiths, eat yer heart out)! Rotation of the table is a little jerky but doesn't affect gameplay.

Too many pool and snooker sims are let down by bad execution — the balls don't move properly, they never stop rolling, or the power of shots bear no relation to that offered by the control.

Fortunately, this is not the case in *3-D Pool*. The control method is difficult at first, as the cue is not illustrated — the inlay asks you to imagine it! This isn't as annoying as it sounds, though, and once you've got the hang of it you're away.

There's loadsa options on offer. Tournament play pits your skills against computer-controlled opponents, ending with a final against Maltese Joe. Trouble is, all the computer bods play like Steve bleedin' Davis, so you can forget the final!

In practice mode, you play one frame against anyone except Joe. There's no chance to practice on your own, which is a bit of a pain, but you can take on a mate. The set trickshots are pretty fabby too, and there's even a trickshot editor included (not guilty — Ed)!

Overall presentation's a weeny bit weak, with poor intro screens and an unclear power display. The graphics are functional if unremarkable, and if you don't like the screen and border colours change them to suit yourself.

Obviously, all this takes toll on running speed — it's slow and the balls flicker a little as they collide. Even so, presenting a game like this on the Speccy is a mammoth task. *3D Pool* is an incredible achievement and how they squeezed it into 48K of memory is beyond me. If you're into snooker sims, this is an essential purchase!



Rating

PRESENTATION	69%
GRAPHICS	75%
SOUND	73%
PLAYABILITY	73%
ADDICTIVITY	80%
Overall	**75%**

next month

Crash turns into a cookery mag!

Get your monthly dose of handy hints for the kitchen in the next issue of CRASH and have hours of fun with our cover-mounted cheese grater!

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More amusing pictures from the CRASH Zoo to cut out and use in your school projects (wild, man!).
Competitions, Corky, Craziness and Carrots — they're all in the next rug-rocked issue, on sale April 23!

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Here's a game to put your mind to. Played by Yanks with odd-shaped balls, it's an amazing American Football conversion with butch blokes and pom-poms! Why bother going out onto a cold playing field when you can load up the Powertape version and sip a cup of Bovril while you watch the teams beat each other up!

CRASH

Deep pan with double cheese!

This is the ultimate read for all Speccy and SAM owners — and that's a fact! We've been hearing reports of kiddies bursting into tears when they find out the last copy has just been sold! So please, dear newsagent, take note of this heart-felt plea...

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• April fool!

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